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POKÉMON WORLD

ISSUE 72

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NEW LINE CINEMA A Time Warner Company A2M Shiny Entertainment

WOO-HOO! WHAT A FANTASTIC FREE GIFT WE HAVE ON THE FRONT OF THIS ISSUE FOR YOU! 'THE BIG GAMES OF CHRISTMAS' SPECIAL PREVIEW DVD OF ALL THE BLOCKBUSTING VIDEOGAMES COMING YOUR WAY THIS FESTIVE SEASON. CHECK THEM OUT, WRITE DOWN THE ONES YOU LIKE THE LOOK OF AND SEE IF SANTA CAN FIT THEM IN HIS SACK! PLUS THERE ARE PLAYABLE DEMOS ON THERE TOO! WOW!

See *Lego Star Wars* on the DVD and read the review on page 16. Be forceful now!

Part four of our *Diamond and Pearl* Masterclass is on page 23. It's tip-tastic!

Read all about the *Pokémon Master Quest* TV show on page 12 – nice!

4. Mew's News
More hot pics of Smash Bros!
10. Pokéchat
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12. Pokémon Master Quest
See it on Cartoon Network Too.
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44. Pokémon Trading Card Game
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50. Monster of the Month
Whose turn is it today?

GET IN TOUCH!
Pokémon World, Richmond House,
33 Richmond Hill, Bournemouth, BH2 6EZ
pokemonworld@imagine-publishing.co.uk

MEW'S NEWS

Mega news on the Pokémon hiding out in Super Smash Bros Brawl this issue, along with more pics of the new Mystery Dungeon game and this story below... all about the cool Pokémon trading website!

COMING SOON...

Pokémon Battle Revolution
Wii, UK release, 7 December

Pokémon Mystery Dungeon: Time Exploration Team and Darkness Exploration Team
DS, Japan, out now

Pokémon Trading Card Game Secret Wonders Trading Card Game Expansion
This month

Super Smash Bros. Brawl
Wii, UK release, 3 December

GLOBAL TRADE STATION

Wow! A place to deposit your spare Pokémon online – cool!

Here's a great innovation for the world of Pokémon – a Pokémon world, if you will! Nintendo has launched the **GTS – Global Trade Station**. It's a website that shows you all the Pokémon available for trade around the world! It's brilliant, we logged on and found Pokémon from **Japan, Canada, the USA, France and the UK** all available as a trade.

The actual trading is done by connecting your *Pokémon Diamond* or *Pearl* games to the GTS via the **Nintendo Wi-Fi Connection**. Once logged on you can trade Pokémon or have a battle with other Pokémon nuts around the world. This is a great way of getting those Pokémon for your Pokédex that have **so far managed to evade your grasp**! You'll find the GTS at **www.pokemon-gts.net** – take a look for yourself and let us know how you get on with your tradings – we'll make it a regular section!

The new website is interesting to visit just to have a look at who is actually trading what!

SMASH BROS BRAWL SECRETS!

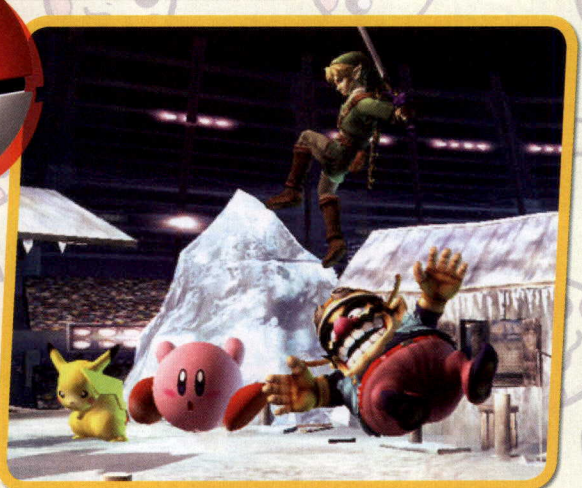
More Pokémon confirmed as PokéBall items in new Wii game

Super Smash Bros Brawl, set to release on Wii this Christmas, has **lots of Pokémon secrets hidden inside**. The latest pics we've seen show that Munchlax is a **PokéBall item in the game** – he walks around the arena scoffing any items he can get his paws on. Other PokéBall Pokémon include **Deoxys, Goldeen, Groudon and Chikorita**. We now know that Charizard is in the game too and glides around with its wings and there's also a **Pokémon Stadium 2** level to enjoy, just like in the original game! While the characters fight it out, the special level transforms the terrain into four different types – **Ground, Flying, Ice and Electric**. This makes for some fun hijinks as everyone starts slipping around on the icy ground, then **mountains start to form** making the combatants jump out of the way. When it's the turn of the Flying type all the character's jump abilities get a boost and they all zoom around like crazy! Other special stages that have been borrowed from previous Nintendo games include **Yoshi's Island, WarioWare and Lylat Cruise** from the *StarFox* games. The Pokémon Trainer in *Brawl* has been seen unleashing some cool Pokémon moves too – **Squirtle has Waterfall and Withdraw**, Charizard has Rock Smash and Flamethrower and Bulbasaur can use Bullet Seed and Vine Whip. Grab a copy for Wii on 3 December – we will be, it looks like excellent fun!

Muchlax wouldn't be a lot of use in a major fight, but he can run around eating things quite happily.

Forget Mario or Princess Daisy – we'll be immediately choosing the Pokémon Trainer for our character!

Take a look in the background of the Earth-type stage and see if you recognise any Pokémon in there. It's great fun just seeing who you can spot in this game!



Over 400 Pokémon in the world today and you wouldn't believe how many people still count Pikachu as their No.1 – weird!

DOWN THE BOOK SHOP

Here are the new Puffin books in the shops right now...

YOUNG BOND: HURRICANE GOLD

by Charlie Higson

A deadly chase through the Mexican jungle begins, as James fights to keep the secret treasures in sight. On this terrifying trail of greed and betrayal, only danger is guaranteed... survival is not.

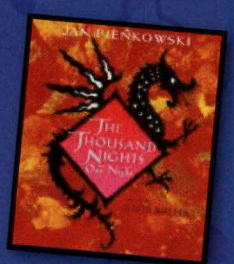
INVASION OF THE CHRISTMAS PUDDINGS

by Jeremy Strong

Laugh your Christmas socks off with Jeremy Strong! T'is the season to be jolly tra-la-la-la-la... BUT WAIT! Father Christmas's EVIL brother, Bad Christmas, is plotting to take over the world.

THE THOUSAND NIGHTS AND ONE NIGHT

by Jan Pienkowski



Magical, sumptuous and certain to be treasured for generations, *The Thousand Nights and One Night* is a lavish gift collection of tales from The Arabian Nights. Based on the original 19th Century-English translation by Sir Richard Burton, David Walser retells well and lesser-known classic Eastern tales while Jan Pienkowski's excellent silhouettes on stunning colour bring the stories to life.

WANNA PLAY THQ?

Software giant launches new range of kids' games!

The company has always been a big player in kids' videogames, but now THQ has launched a special range that's packed with fun for the younger gamer, just in time for Christmas! PlayTHQ is a brand that all parents can turn to to ensure their little darlings get some top gaming fun from Santa. The range includes Ratatouille, Cars – Mater National, Purr Pals, Drawn to Life, Worms: Open Warfare 2, Avatar: The Burning Earth and Bratz: The Movie. From that list you can see that there's something in the PlayTHQ collection for everyone! Our favourites are *Drawn to Life* – a brilliant DS game where you get to draw your own characters and the new *Cars* game. Have great fun this Christmas – PlayTHQ!

PLAY THQ™

The BIG Games of Christmas

Hey, hey, hey! Have we got a cool free gift for you this issue? Well, 'yes' is the correct answer! It's 'The BIG Games of Christmas' exclusive Pokémon World DVD and it's packed with the top videogame delights coming your way on all console formats this Christmas. 28 games in total!

There's some great stuff from Sega on here – *The Golden Compass*, *Sonic Rivals 2* and *Mario & Sonic At The Olympic Games* to name but three, then LucasArts has been busy with *LEGO Star Wars: The Complete Saga* and *Thrillville: Off The Rails*. Plus you'll find demos of *Thrillville* and *Bee Movie* and a *Funkeys* quiz and wallpaper files for your PC courtesy of Mattel. Hope you enjoy our DVD, we're enjoying our copy, and you get what you want this Xmas! Yo, ho ho!

POKÉMON WORLD
The BIG Games of Christmas
RATED 12+
28 HOURS OF CHRISTMAS VIDEOGAME FUN TO ENJOY!
DVD
PLUS! PLAYABLE PC DEMOS OF THRILLVILLE & BEE MOVIE GAME!

POKÉMON DIAMOND VERSION PEARL VERSION CHARACTER PROFILE

Marley

Another Sinnoh Trainer, Marley is found after defeating the Elite Four. You need to visit the Victory Road to see her, she can then join you at the Battle Tower to help out in your fights. Bizarrely she is known as Charlie in Germany and Risetta in Italy – what's wrong with Marley?

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(s07)

WHAT'S ON TV?

CN TOO
CARTOON NETWORK

POKÉMON MASTER QUEST

Everyday, 5pm

Hooray! Top channel Cartoon Network Too has dug out and dusted off some cool episodes of Pokémon Master Quest and is showing them every day at 5pm – perfect for an after-school chill-out with Ash and his pals. We were so excited about this fact that we've actually put together a two-page feature all about Master Quest – you can find this over on page 12. What are you waiting for?

MORE MYSTERY!

Follow-up to Mystery Dungeon out now in Japan!

No confirmed release dates for a Western version just yet, our guess is Easter 2008, but the Japanese got their hands on **Pokémon Mystery Dungeon 2: Time Exploration Team and Darkness Exploration Team** on 13 September and they're loving it!

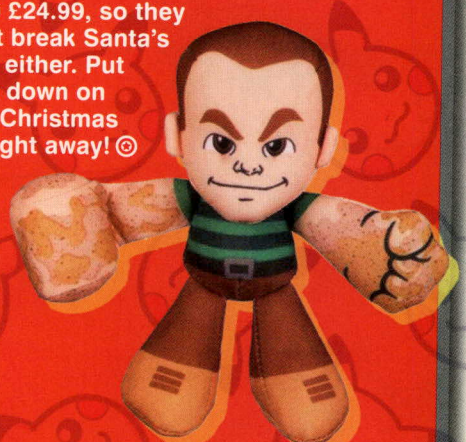
The town that's the central hub of the game is much the same as in the original, only with some new shopkeepers dotted around and this time **all 491 officially announced Pokémon are squirrelled away in the game**. Gameplay is basically an enhanced version of the original too with more of an emphasis on exploring dungeons this time rather than constantly rescuing trapped Pokémon. The *Mystery Dungeon* games make a fun addition to the world of Pokémon, but don't let them distract you from the important task of completing *Diamond* and *Pearl* – these are the true Pokémon games! Also **watch out for a 21-minute TV special** that is based on the new games. Those that like their Anime may like to know it aired in Japan on 9 September!

NEW SPIDEY TOYS IN YOUR STOCKING?

Cool new range of cuddly Spider-Man and friends!

Here are some great-looking **Spider-Man & Friends** plush figures that would be a perfect gift for under anyone's Christmas tree this year. There's a 34cm **Incy-Wincy Spider-Man** that sings and dances to two *Spider-Man* songs. It is the perfect pressie for all little brothers and sisters out there.

A **Day & Night Spider-Man** has his own web blanket and is on the go all day long saying Spidey phrases and blurting action sounds, but in night mode he's perfect to fall asleep with. There's also a new **Super Mini Heroes** set of Spidey and nine of his arch enemies, including Goblin, Sandman and Venom. Prices range from £3.99 up to £24.99, so they won't break Santa's bank either. Put them down on your Christmas list right away!



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POKéCHAT

Why did the Pokémon Trainer hide under your bed?

So that he could Pikachu in the night!

From Lucas Roberts, Truro

FROM THE FORUM

HarleyScarow says:
Pokémon rumours you've heard: The Pokégods... wow I wasted so much time on that stuff... – I heard that if you use strength on that weird truck in the game a PokéBall with Mew would be under it. How sad.... The list goes on and on...

MidnightStorm says:
I heard of a ridiculous glitch where you could combine all the starters to make Venublasizrd or something like that. Also, that breeding Nidoking and queen will get you an ultra-powerful monster. Another is something about Bill's backyard where you can go and catch every Pokemon in existence. I never believed these, though.

Confessions says:
Most I've heard had something to do with Mew, the most common being the surfing in that boat and a Magikarp or something.

futuramagirl says:
Something about fighting Prof Oak. Can't remember it exactly...

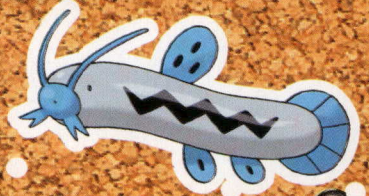
kinglax says:
Beat the Pokémon League X no. of times and Professor Oak will tell you something and give you some sort of evolved Pokémon (Yoshi evolved dragonite or something).

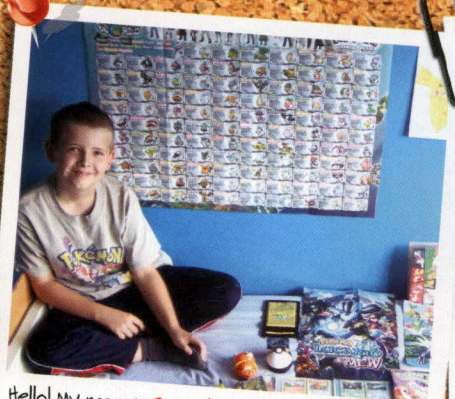
JOIN IN THE CHAT AT WWW.SEREBII.NET

In the last issue (no.70) it was mentioned in the section Masterclass (page 29) the need to attend a special Nintendo event to continue in the search of Legendary Pokémon. Could you please be more specific in explaining how it is possible to attend those mentioned Nintendo events? Thanks for the help,
Luciana, via email

Hi Luciana, thanks for your email. Well, Nintendo occasionally organise Pokémon game events around the country. The most recent one was the Pokémon Summer Day Camp that happened in Toys 'R' Us stores back in August. We've included the picture below to show you what we're talking about. We don't know when the next event will happen, but hopefully Nintendo will tell us in plenty of time to let you know in advance!

Nintendo has been holding special Pokémon events for as long as there have been Pokémon games. But where will the next one be?





Hello! My name is Samuel Ireland. I'm nine and I'm from Nuneaton. This is a picture of my Pokémon Collection, I've been collecting Pokémon stuff

for a year. My favourite Pokémon is Pikachu. I now have over 600 trading cards, including some of the new Diamond and Pearl cards.

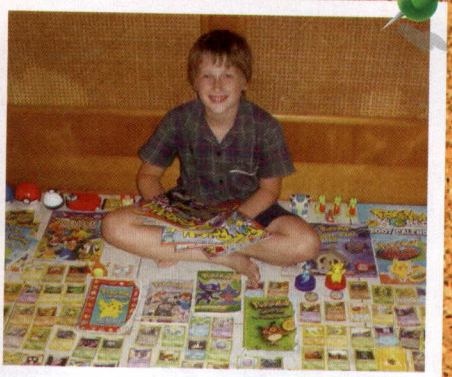
I found a low-fat Pokémon the other day... it was Butter-free!

From Amelie Stevens, Gateshead

Hi Pokémon World!
My favourite Pokémon is Rhydon because I like the Rhydon that swims. Most Rhydon don't like water because it's a Ground type Pokémon. I also like Rhydon because it doesn't get shocked by Electric types like Pikachu, Raichu and Pichu. This Pokémon is also cool because it can crush and smash boulders and drill holes in cliffs.
James Pawsey, age nine of Godalming

Thanks for your letter James, we think Rhydon is pretty cool too!

If you have a favourite Pokémon to tell us about, send us a letter with why you like it so much!

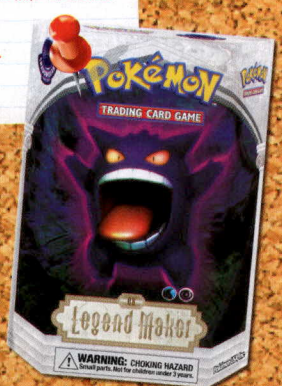


Here is a photo of my Pokémon collection that I started when I was four years old. It has 314 items. My favourite Pokémon card is Exploud ex.

I love your magazine so much. I have every magazine between 56 and 69 except for number 60. From Jake Bowtell age nine from Australia.

Dear Pokémon World,
Me and my friends would love to go to a Pokémon League, but the nearest one is in London! All of us would have to pay for an train ride then a taxi there and back. Please can you tell us if there is a closer one or move one closer for a day please, we live in Worcestershire. We all are your biggest fans.
From Hannah P, Rory H, Matt M and Charlie B

Hi Hannah!
Thanks for your email, but we're the wrong people to be asking about this as we don't actually organise Pokémon Trading Card Game events ourselves... We know a man who does, though! Flick on over to page 48 where you will see a full rundown of all the current events around the country from our expert Ben Ward. Looking at this we would think that the nearest League to you in Worcestershire is actually in Crewe, not London. A short trip up the M5 and M6 and you would be there. Always contact the organisers first though to make sure it's happening before you leave!



Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon Collection? Or simply want to get something off your chest? Write to us at this address:
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Richmond House, 33 Richmond Hill,
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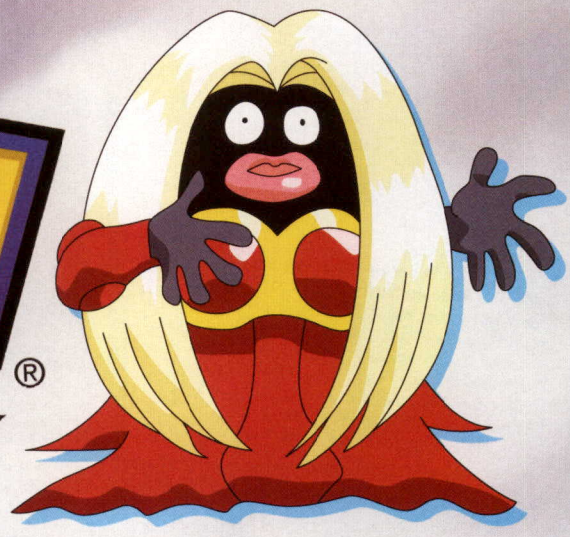
Pokémon Master Quest



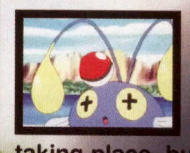
Tuned in your digital TV lately? Well, you want to be pointing your remote to Virgin TV channel 732, Sky channel 02, Tiscali TV channel 326 or wherever Toonami used to be on your telly! Here you'll find Cartoon Network Too - a cool channel that takes the best stuff from Toonami and mixes it with the best stuff from Cartoon Network. Running right now are episodes of Pokemon Master Quest!

CN TOO CARTOON NETWORK

Ash and his pals are on a journey through the Whirlpool Islands and face new challenges in each episode, along with encountering lots of new Pokémon every step of the way. Misty and Brock leave the gang in these episodes, which makes Ash and Pikachu sad for a while, and you can bet that Team Rocket is around to pop up and spoil things at every available opportunity! Here's a look at the first ten episodes...

Around The Whirlpool
Fighting with Team Rocket, Ash and co fall overboard from a ship. Eventually back on board they meet Professor Elm and he explains about the Whirlpool Islands and the Whirlpool Cup they can take part in.

Fly Me To The Moon
On discovering an island where Pidgey's have grown fat and flightless, the team help a Pokémon achieve its dream of flying higher than any other.



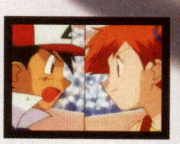
Takin' It On The Chinchou
Passing a village, the team are lucky to see a Chinchou migration taking place, but Team Rocket have other ideas for them!

A Corsola Caper!
Misty catches herself a Corsola after saving a small girl from drowning while Ash helps a local family with their house.

Mantine Overboard!
Bumping in to a deep-sea diver, the team travel to Redrock Isle on his boat. With a Mantine in tow, Ash dives for treasure!

Octillery The Outcast
Ash and Misty win rounds of the Whirlpool Cup, and a friend who has not done so well asks Misty's help in evolving his Remoraid.

Duelling Heroes
Ash and Misty face some tough competition as the final round of the Whirlpool Cup begins. Ash transfers a Kingler from Professor Oak's lab.



The Perfect Match!
Oh no! Ash and Misty have to battle each other as the Whirlpool Cup continues. Who will win and how will they make the other feel?

Plant it Now... Diglett Later
A village of kind elderly people make the team a meal and in return they help them defend their village and their Diglett from a bunch of yobs!

Hi Ho Silver... Away!
The team learn all about some rare Silver Wings and meet a jewellery maker who knows about a fourth Whirlpool Island. ■

Banned Episode – Don't Look!

Master Quest includes an episode that was actually banned from being shown in America. It's called The Ice Cave and tells the story of the team travelling through an ice mountain where Brock gets a cold. It was banned because some people viewed the Pokémon Jynx's physical appearance as racist. She's had a makeover since, though – she now has a purple face and white arms. ■

One of the fun things about watching Pokemon on TV is seeing which Pokemon you can recognise as Ash and his team travel through the countryside. Take a look at these pics and see who you can spot!

Catch *Pokémon Master Quest* on Cartoon Network Too all this month and beyond!

NEW GAMES PREVIEWED AND REVIEWED ON ALL FORMATS!

VIDEOGAME ISLAND

THE GOLDEN COMPASS

A brand new movie based on a bestselling novel, and now an amazing new videogame courtesy of Sega. *The Golden Compass* takes you on a fantastical journey with Lyra Belacqua as she attempts to rescue her imprisoned uncle and kidnapped best friend. Along for the ride is a giant and powerful armoured bear called Iorek, Lyra's spirit daemon Pan and the all-important Golden Compass, which is a truth-telling device that'll show the way.

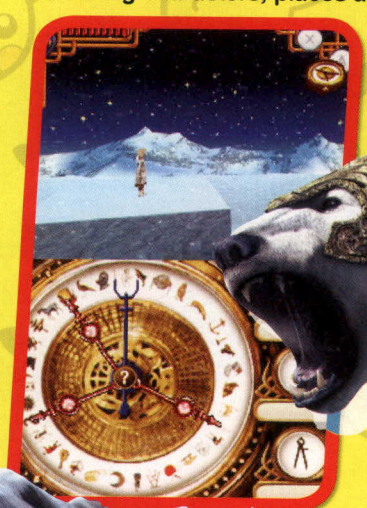
Sega has kept the games as close to the film as possible, bringing to life the amazing characters, places and scenes in a way movie fans will love.

The Golden Compass is all about action, exploration, collaboration and discovery. The actors have given their likenesses to be used in the characters too, so expect digital versions of Nicole Kidman as Mrs Coulter, *James Bond* star Daniel Craig as Lord Asriel and newcomer Dakota Blue Richards as Lyra.

With DS Versus multiplayer modes, touch control and unique motion-sensing on both PlayStation 3 and Wii, *The Golden Compass* is going to be a movie tie-in to remember!

Console	DS, PC, PS2, PS3, PSP, Wii, Xbox 360
From	Sega
Due out	30 November

There's a version of this great game for every console – all looking cool!



The next-gen console games have some truly superb visuals. It's a movie come to life!

SONIC RIVALS 2

Console	PSP
From	Sega
Due out	Out now

The original *Sonic Rivals* had our old friend Sonic whizzing at incredible speed through twisting tracks. The sequel promises to enhance the original game with new features like a revamped rival 'jostling' system allowing for closer head-to-head competition and new long-range weapons meaning that wherever you are on the grid, you can defend yourself and affect the outcome of each race!

Power-ups have been upgraded to new levels, a reworked Battle mode now allows two players to jump into six different multiplayer challenges by sharing just one disc and using the PSP's Wi-Fi. There are also new characters, including Sonic's old pal Miles 'Tails' Prower! Add to this 150 collectable cards to pick up as you whizz around and you've got one smart *Sonic* adventure!

It's good to see similarities between new games like this on PSP and the original *Sonic The Hedgehog* on the Mega Drive. That loop-the-loop, for example!

MARIO & SONIC AT THE OLYMPIC GAMES

Console	Wii & DS
From	Sega
Due out	23 November

Get yourself ready for the Olympics with a bit of help from those classic videogame characters Mario and Sonic. These two are very rarely seen together, but Sega and Nintendo have joined forces to make this unique combination for the Wii and the DS, and it's launching just in time for Christmas! You will find 20 authentic Olympic events on offer in both games including High Jump, Pole Vault, Hammer Throw, 100m Freestyle Swimming and, our favourite, Trampoline.

Taking part are 16 characters – eight from Mario's world including his brother Luigi and eight from Sonic's with Tails (Sonic's sidekick) along for the ride. Control on the Wii is as authentic as it can be, with great use of the Wii Remote for throwing things and nunchuk for shooting arrows and performing swimming strokes. Will the game win gold medal in this year's Christmas race? We'd put money on it!

Favourite characters from *Mario* and *Sonic* games make an appearance. See who you can spot!

There's something about games with two screens that make them extra special! Sega and Nintendo are on to a winner with this sports game!

LEGO STAR WARS THE COMPLETE SAGA

Wow! All six *Star Wars* movies, compacted into one game and in super-cool Lego form! That sounds like a recipe for a delicious videogame to us! LucasArts and developer Traveller's Tales have created the ultimate *Lego Star Wars* game for all next-generation consoles to celebrate the 30th anniversary of the original movie. Then they've made a new DS version in their spare time!

If you've played a *Lego Star Wars* game before, you will already know that it takes the brilliant storylines of the *Star Wars* films and combines this with little Lego figures as well as buildings and vehicles made out of Lego bricks. It's an excellent idea and one that LucasArts is happy to repeat the success of with a *Lego Indiana Jones* game already in the works. *The Complete Saga* adds new levels, new characters and new features to the mix and a good dose of tongue-in-cheek humour to go along with the tricky puzzles that encourage creative thinking and teamwork.

There are lots of great characters on offer in this new game. All the usual line-up is here plus newcomers Watto, Zam Wesell and Boss Nass bringing the total count up to 120. There's a pretty nifty Character Customiser too, where you can take Lego bits and pieces from any of the characters in the game and create your own freakish *Star Wars* beings. How about Han Windu or Lando Amidala to play the game with?

Imagine taking the head of Yoda and the body of Chewy and making a new character!

The DS game is a joy to play!

There's just something about Lego figures that brings a big smile to our faces! Great stuff.

Traveller's Tales has taken care to make the most of each consoles capabilities, which is admirable in an age of mass-produced carbon copy games. The Xbox 360 and PlayStation 3 games have a two-player online Co-op mode and some of the slickest graphics ever seen in a *Lego* game. The Wii has motion-sensitive controls giving exciting new ways to command your favourite characters and the DS has plenty of touch-screen action. Then to top it all off the disc versions of the game come with a 'Behind the Scenes of *Lego Star Wars*' feature for you to enjoy too! The greatest *Lego* videogame of all time just got better! Use the force today!

Console... DS, Wii, PS3, Xbox 360
From... LucasArts
Due out... 9 November

POKéRATING... 9/10

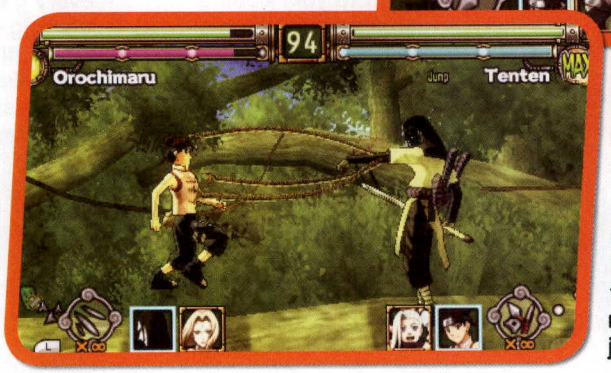
SHONEN JUMP™ NARUTO ULTIMATE NINJA HEROES

So you're a fan of the *Naruto* manga TV series, eh? And you've got yourself a PSP? Well, Ubisoft has the ultimate game for you – *Naruto: Ultimate Ninja Heroes*! It's got more ninja goodness than any other videogame!

The first task is to choose the ninja you'd like to play through the game with. There are 20 playable characters from the show and eight interactive stages to fight them through, so you're going to be busy! Once you've chosen your favourite character you can then start upgrading your player profile by completing different classes of mission and levelling up your ninja. Characteristics like attack, defense, chakra and speed can be improved and there are special abilities to be learned too. Your ever-growing skills will be tested on the wide variety of missions and you must rise up through the seven ninja ranks to achieve the goal of becoming the ultimate Hokage.

This new *Naruto* game allows fans to form their own Ninja team in Heroes mode. Select from the 20 powerful ninjas to create a team from the TV show, or choose to make your own unique band of warriors. Putting a team together brings out their unique skills too, with new moves appearing when you try out other ninja combinations. If you enjoy a bit of multiplayer fighting then you'll be pleased to know that *Naruto: Ultimate Ninja Heroes* makes use of the PSP's ad-hoc capability. Jump into intense wireless battles anywhere and anytime. There are six game types – 1 Vs 1, 1 Vs 2, 1 Vs 3, 2 Vs 2... you get the idea! You can also play against a real-life friend using Game Sharing and just one UMD!

While there's not much *Naruto* story to follow in this game, beat-'em-up fans will find the game ticks all the boxes for them.



Graphically this new *Naruto* game really hits the mark – the characters are brilliantly animated with great effects.

While the game is touted as a 3D fighter, it's actually more 2D with 3D characters. You can either fight in the foreground or background, jumping between the two whenever you wish. Things get particularly tricky when your enemy is at the top and you're at the bottom (or vice versa!) as although you can throw things at each other, actually getting a hit to connect is extremely tricky!

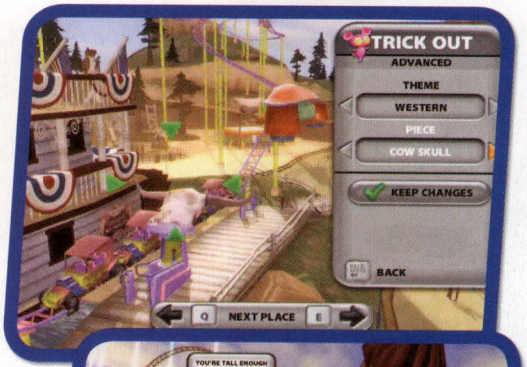
There's lots of great ninja gameplay here to keep both fans of *Naruto* and fighting games busy for hours. Die-hard *Naruto* fans may wish for more storyline, though. There's not much apart from a little bit of speech here and there.

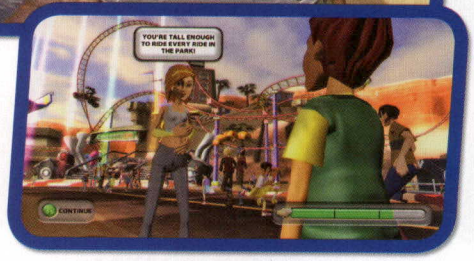
Console... PSP
From... Ubisoft
Due out... Out now

POKéRATING...

8/10

THRILLVILLE OFF THE RAILS





We just love theme park games here at Pokémon World. Ever since the original *Theme Park*, they have been one of our favourites – along with *Pokémon*, of course! Well, *Thrillville* was a massive hit back in 2006, and this sequel has been enhanced in every way to give you the ultimate theme park creator and playground!

It's packed with zany roller coasters to build and ride – 20 death-defying rides in all, rides so outrageous they have been nicknamed the 'Whoa! Coasters' by visitors to the park! These roller coasters leap from track to track, launch through the air like cannonballs and tilt the track to 90° before letting the coaster car go, scaring the passengers witless! Seatbelts are the least of your worries here!

The game is based across 15 themed areas, like all good theme parks, with names like Battleville, Winterville, Spaceville and Aeroville you can probably guess the kinds of rides you can encounter in each area. As with most games these days, customisation is rife too, with all kinds of things available to attach to your coaster creations – including animatronics, flowers and flaming hoops!

100 missions have been created for you to complete as you build your park, and on top of the 20 coasters there are 34 playable multiplayer games. You can even interact with the park guests, finding out what they think of your creations and asking their advice on how to improve your park – but be careful, not everyone is who they seem!

With a *Thrillville: Off The Rails* for every game system this Christmas, and the original now available on budget labels, there's going to be plenty of *Thrillville* goodness to go around this festive season – we love it!

Build a roller coaster, then ride it – the ultimate gameplay experience?

The mini-games are packed with character.

Game programmers really love the DS and always make an extra effort to make the most of the touch screen and multiplayer capabilities of the console.

Console... DS, Wii, PS2, PSP, PC, 360
From... LucasArts
Due out... Out now

POKÉRATING... 9/10

DYNASTY WARRIORS GUNDAM

Love *Dynasty Warriors*? Can't get enough of *Gundam*? Well, this is your ultimate game then! The fast-paced excitement of the *Dynasty Warriors* series of games has been brought together with the futuristic universe of *Gundam* for the first time, and makes a pretty hot game for PlayStation 3 and Xbox 360! You get to jump into the cockpits of your favourite Mobile Suits and do battle at super-fast speeds, fighting on Earth and in outer space. Six series of the animated *Gundam* TV shows have been cherry-picked for cool Mobile Suit characters, and once you've chosen your favourite you can strategically strengthen the skills, abilities and power until you've created the ultimate battle warrior for the game!

Being a next-gen console game, the graphics are truly wonderful!

The action is so fast paced you can easily lose track of what is going on for a sec!

There's an Official, Original and Versus Mode of play to choose from and you can unlock new Mobile Suits as you go, accomplish secret missions and uncover new levels that creates a game of limitless replay value in our opinion!

If you like your battle games mechanised, fast and frantic, then this is one to try out – nice one!

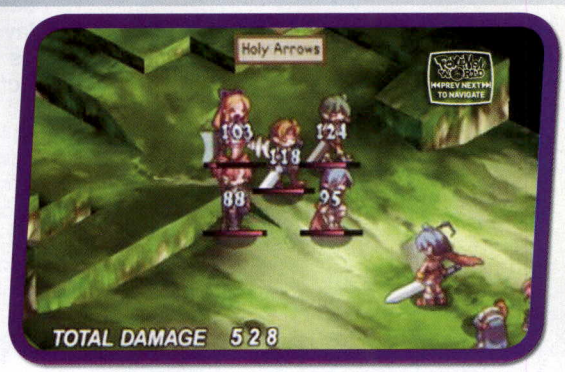
Console... Xbox 360, PlayStation 3
From... Koei
Due out... Out now

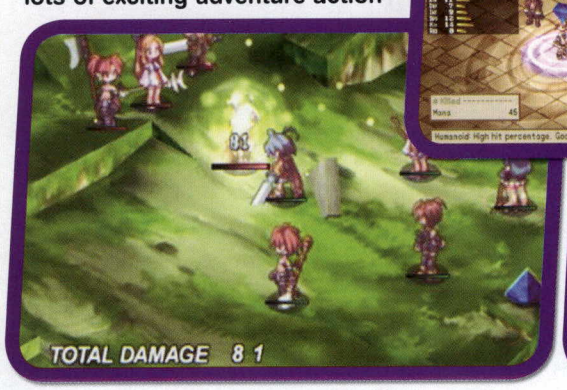
POKéRATING...

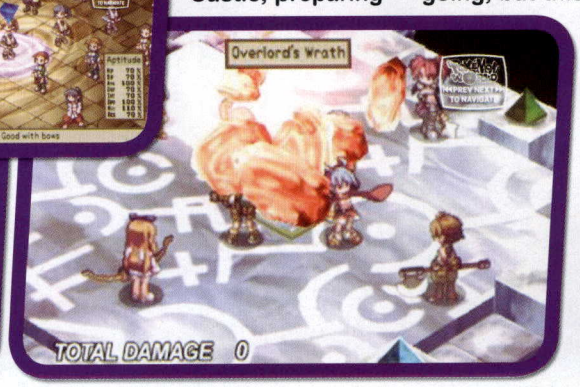
9/10

DISGAEA Afternoon of Darkness

The Netherworld – a place darker than a pitch-black cave, located deeper than the depth of the seas. It is a cursed land where evil reigns and foul beings dwell. Nobody knows its whereabouts, but everybody fears its existence! You'll find lots of exciting adventure action in this new *Disgaea* game from Koei and Nippon Ichi Software. There are lots of interesting characters lurking in the various levels, and the gameplay follows the method of gathering information at the Overlord's Castle, preparing equipment, fighting enemies and doing events then it's back to the castle again for some more! There's certainly many hours of gameplay to be had, some of which is pretty heavy going, but this kind of game has its fans that thrive on exciting new battle systems, Japanese-style characters and turn-based gameplay. Are you one?







Console... PSP
From... Koei
Due out... Out now

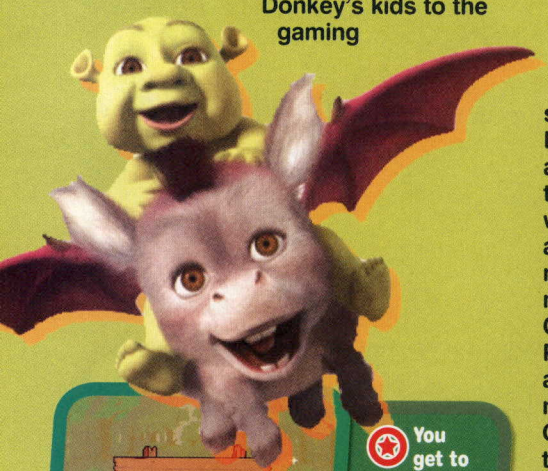
POKéRATING...

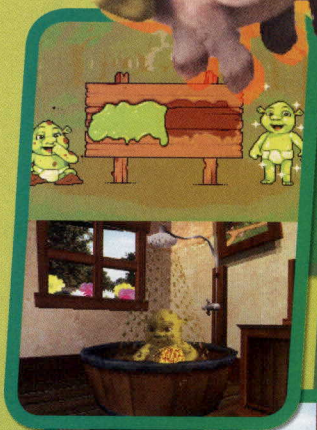
8/10

DREAMWORKS SHREK OGRES & DRONKEYS

Looking for some fun handheld DS action this Christmas? Then look no further than our old friend Shrek. This new movie spin-off from Activision introduces Shrek and Donkey's kids to the gaming world – ogres and dronkeys! Shrek and Fiona's energetic triplets play alongside Donkey and Dragon's wild bunch and you get the chance to train, play and explore with them all as you romp through the *Shrek* universe.

The game has CUTE written all over it in big green letters. Shrek's kids love picking their noses and eating flies and you've got to get them into the shower – tricky stuff! Then there are the Dronkeys to deal with – coughing up fire all over the place! You'll get to spend time in Shrek's swamp, the candy-filled world of Gingyland, the Dragon's Castle and other locations that fans of the movies will recognise. There are lots of mini-games to enjoy – Candy Gobble, Target Practice, Firefly Catch and Snail Bowling to name just a few. Okay, it's not the most advanced game ever made, but it's lots of fun for everyone!





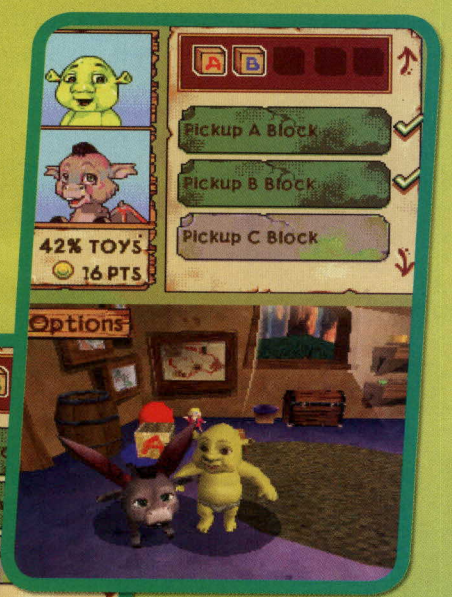
You get to talk to the little Shrek and Dronkey babies using your DS microphone – how cool?

Console... Nintendo DS
From... Activision
Due out... 23 November

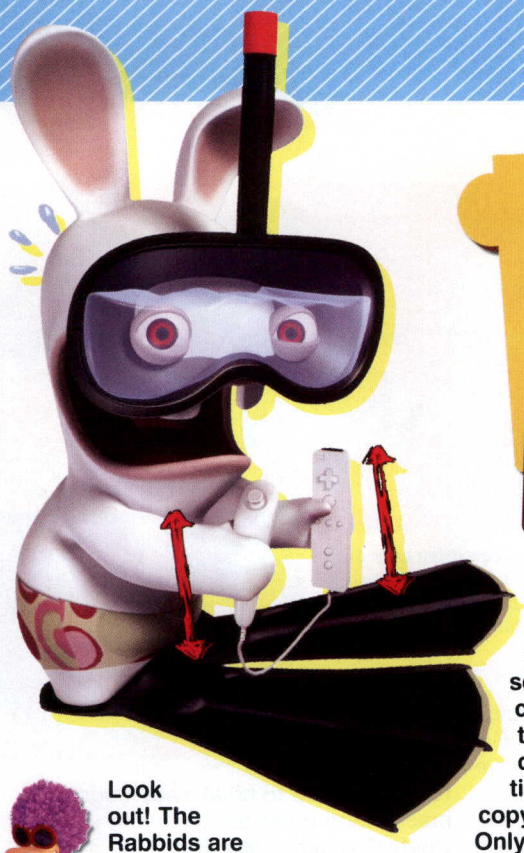
POKÉRATING... 7/10

Once you've taught these little 'uns a bunch of skills you can take them off on adventures.

Believe it or not Dronkeys don't like having showers very much. It puts out their fires!



You'll find lots of puzzles to be solved with these weird ogres and dronkies in the game with the touch screen and stylus put to good use. Girls in particular are going to go crazy for these cute antics.



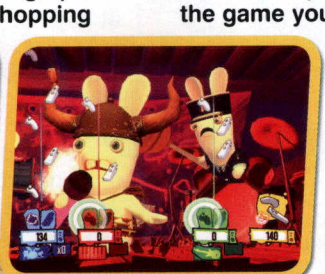
RAYMAN RAVING RABBIDS 2

Look out! The Rabbids are about to strike again! You may remember *Rayman Raving Rabbids* was a fun-packed action game back at the end of last year, well they are back – and this time they're exclusive to the Nintendo Wii and DS! This sequel is guaranteed to be even zanier and funnier than the first game and is packed to bursting point with brilliant mini-games to enjoy.

Since these mad creatures took over the world of Rayman in the first game, the Rabbids have now got a new objective: to take over the whole of planet Earth! Setting up a base for themselves at a shopping centre (where else?) they begin to train their ranks to carry the scheme out. The Rabbids must complete several missions around the world to get closer to global domination, while at the same time studying human nature and copying everything us humans do! Only one can stop them – Rayman! He disguises himself as a Rabbid and goes through the training himself to find out who's in charge – and that's where you come in, as Rayman needs your help to complete the missions!

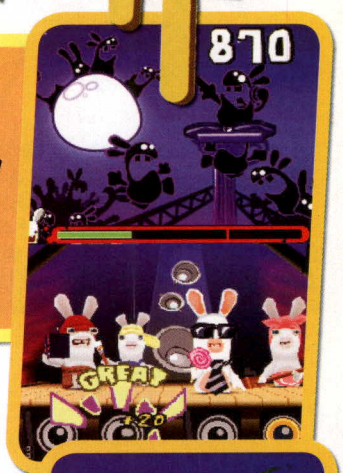
The game is bursting with modes and exciting controls to play around with. You can choose to play Co-op with a friend, taking on the Rabbid might together, or battle up to four friends simultaneously in Party mode. Up to eight new ways of using the Wii remote are in the game too – balance, shaking and precision to name just three. Fancy some music? Well, in the game you'll get to play a guitar, the drums and use the remote as a microphone to form your own band!

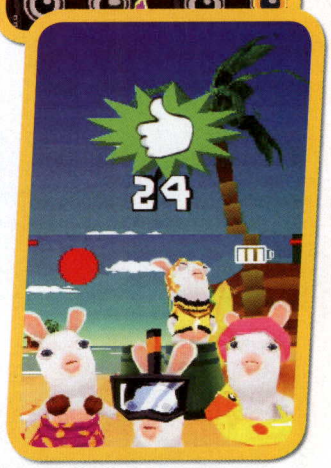
60 games are crammed into *Rayman Raving Rabbids 2* for Wii, 36 on the DS, taking you all around the world including Europe, the USA and Asia. You can dress for the part too as there are more than 110 custom items to select to create your own Rayman and Rabbid style on Wii, 60 on DS. Skins, hats, accessories and clothes can all be interchanged for loads of fun! There are in fact 540,000 different combos you can choose! On the DS you can use the stylus to interact with the Rabbids while you style them too – punch him, scratch him, touch him – just see what he does!



One of these Rabbids is Rayman in disguise, but which one? Knowing him, we'd probably say the one without any arms or legs!

Help the Rabbids reach pop stardom by shouting into your DS mic. Genius gameplay at its best!





If you want a great laugh with all the family around your Wii this Christmas, then give *Rayman Raving Rabbids 2* a whirl – with mini-games like Voodoo Rabbids where you get to dig holes, Rolling Stone where booby traps from an ancient temple have been triggered and Baseball Bunny where you get to play a crazy game of ball, everyone is going to enjoy the experience. This is a marvellous game, grab it now!

Console... Wii, DS
From... Ubisoft
Due out... 30 November

POKéRATING...

10/10

DREAMWORKS®

BEE MOVIE GAME™

You can drive cars or fly around the busy streets of New York – my, what a busy bee!

Hey there, Pokémon World readers! Fancy a chance to fly and hover through the sky? How about driving some fast cars or big ol' trucks? Well, in *The Bee Movie Game*, you can! Based on an animated film by DreamWorks that's due out at the cinema in a couple of weeks, *Bee Movie Game* puts you in the shoes of Barry B. Benson. He is a bee on an important mission to save the bumblebees' production of honey. This means that you get to go off on an adventure that takes you outside the beehive, all the way to New York City.

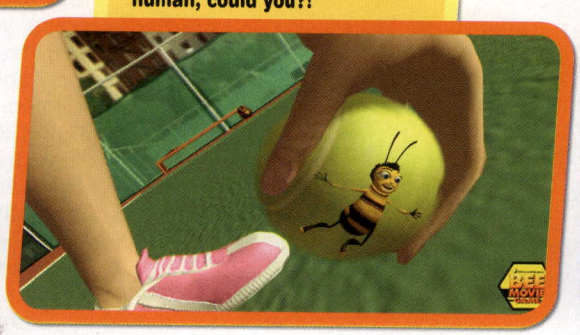
This buzz-'em-up is so much fun. As well as being able to drive taxis and scooters, you can also fly and dive through the skies. And that's not all. Take part in aerial dogfights for the chance to blast away bugs, insects and other dangers with your trusty Pollinator. You see, Barry's no ordinary bee – he can even use his incredible bumblebee reflexes to slow down time!

Our favourite bit was being able to chase after cars through the streets of New York – it was really exciting. The two-player mini-games mean you can even share all this crazy flying fun with a friend too. These *Bee Movie* mini-games also give you the opportunity to win bonus points for racing mini-games, tricky puzzles and super-fun arcade games. With so much on offer, this title is perfect for keeping boredom at bay during the school holidays.

Another great thing is that the helpful people at Activision have made the *Bee Movie Game* for all types of consoles, including the PC, so it means that no one has to miss out on the fun. We highly recommend you save up your pocket money or put this on your Christmas list – it's the bee's knees!

The screenshots look great – we can't wait to watch the film!

Being a bumblebee is a difficult job, you know. However, it does have its perks – like being able to play hide and seek behind a tennis ball. You couldn't do that as a human, could you?!



Console... PC, PS2, Wii, Xbox 360
From... Activision
Due out... Out now

POKéRATING...

8/10

Pokémon

DIAMOND VERSION PEARL VERSION

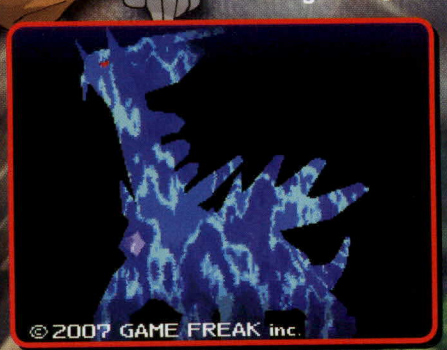
MASTERCLASS

PART 4

CONTINUING THE ADVENTURE

Hello Pokémon adventurers and welcome to the fourth and final part of our *Pokémon Diamond* and *Pearl* Masterclass. From next issue we will get back to giving hints, tips and solutions to all the great *Pokémon* games, so if you're stuck on a particular adventure either email us at pokemonworld@imagine-publishing.co.uk with 'I'm Stuck on a *Pokémon* Adventure' in the subject line, or write down your problem in a letter and send it in to the usual address for Professor Yew to answer.

This issue we take a closer look at evolution and the battle system of the game.



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BATTLE CHANGES

In previous *Pokémon* games the strength of the Pokémon's attack has been dependent on either its Physical Attack or Special Attack, and their defence against attacks with Physical Defence and Special Defence. The Physical and Special aspects were determined by type. Physical being Normal, Fighting, Flying, Poison, Ground, Rock, Ghost, Bug & Steel and Special being Water, Fire, Grass, Electric, Psychic, Ice, Dragon & Dark. In *Diamond* and *Pearl* this has changed...

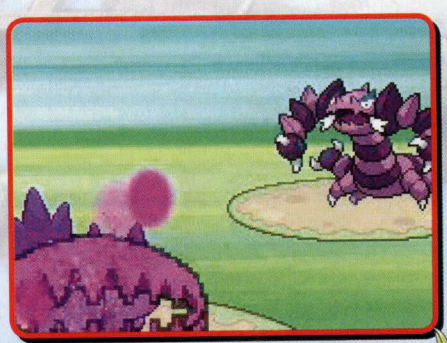
PHYSICAL/SPECIAL SPLIT

The Physical & Special Attacks are not done solely on type this time around. The classification of each attack and what stats it affects on both your Pokémon and the opponent's Pokémon, is determined from the attack itself. Now unlike the way that most people think, this is not determined through the Physical Contact aspect of the attacks – a system that was created in *Ruby* and *Sapphire*. The way they are decided now is if the attacks are done with Physical things such as Punches, Rocks and Stingers or Elements and other special stuff. However, the full extent of this is not yet known, check the Serebii.net website regularly for updates on attacks!

CHECKING THE CLASSIFICATION

Previously in *Pokémon* games, there was no actual way to tell if the attacks were Physical or if they were Special, except through the use of guides and websites. However, with this massive change, now when you check the Pokémon's attack in the Status Screen, it will give you the classification including an icon to help determine this. The icons are as follows...

Physical
Special
Other

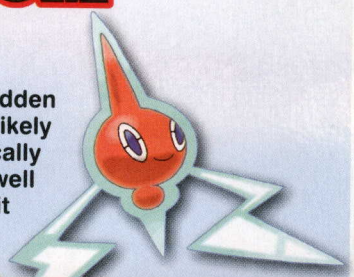


The Pokémon World *Diamond* and *Pearl* Masterclass is brought to you in association with...

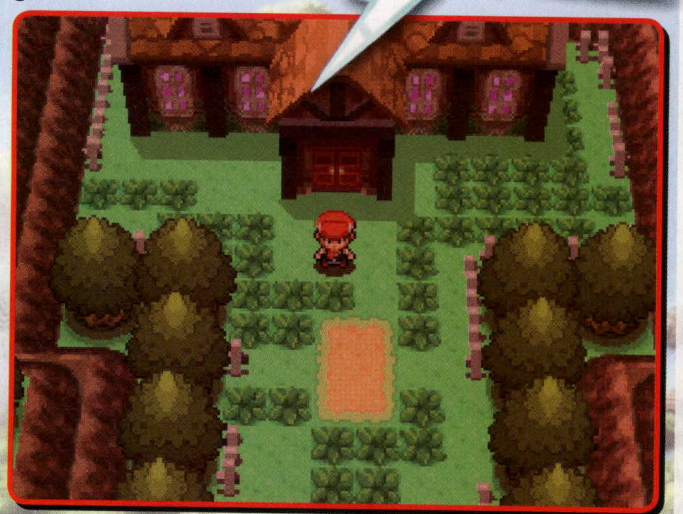
Serebii.net

The Category called Other is where the attacks that do not actually cause damage based on any of the stats (such as Spikes, SonicBoom and so on) or that do any damage at all (such as Tail Whip, Covet and so on). To the right is a list of the attacks that we have the new categories for.

THE ROTOM FACTOR

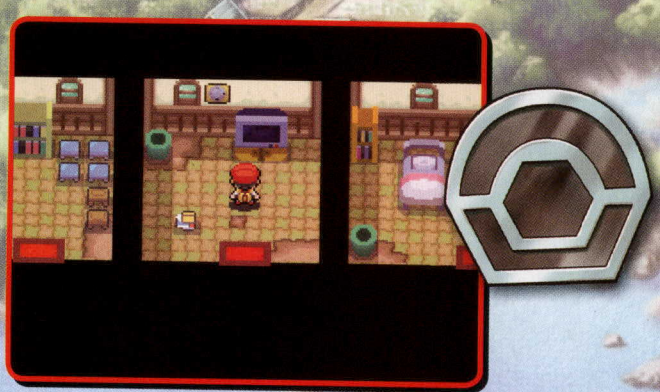


Rotom is a rather well-hidden Pokémon, you are not likely to see it unless you specifically go hunting for it. It is even well hidden within the area that it is located. Here's how to get it...



Hidden towards the exit of Eterna Forest, there is a little path up that goes to the Old Chateau. Once you have the National Dex, Make sure to go there in the evening or at night. Inside, you'll find many rooms, some of which have creepy ghosts of people as well as many ghost-type Pokémon. Once you're inside, make sure to go upstairs

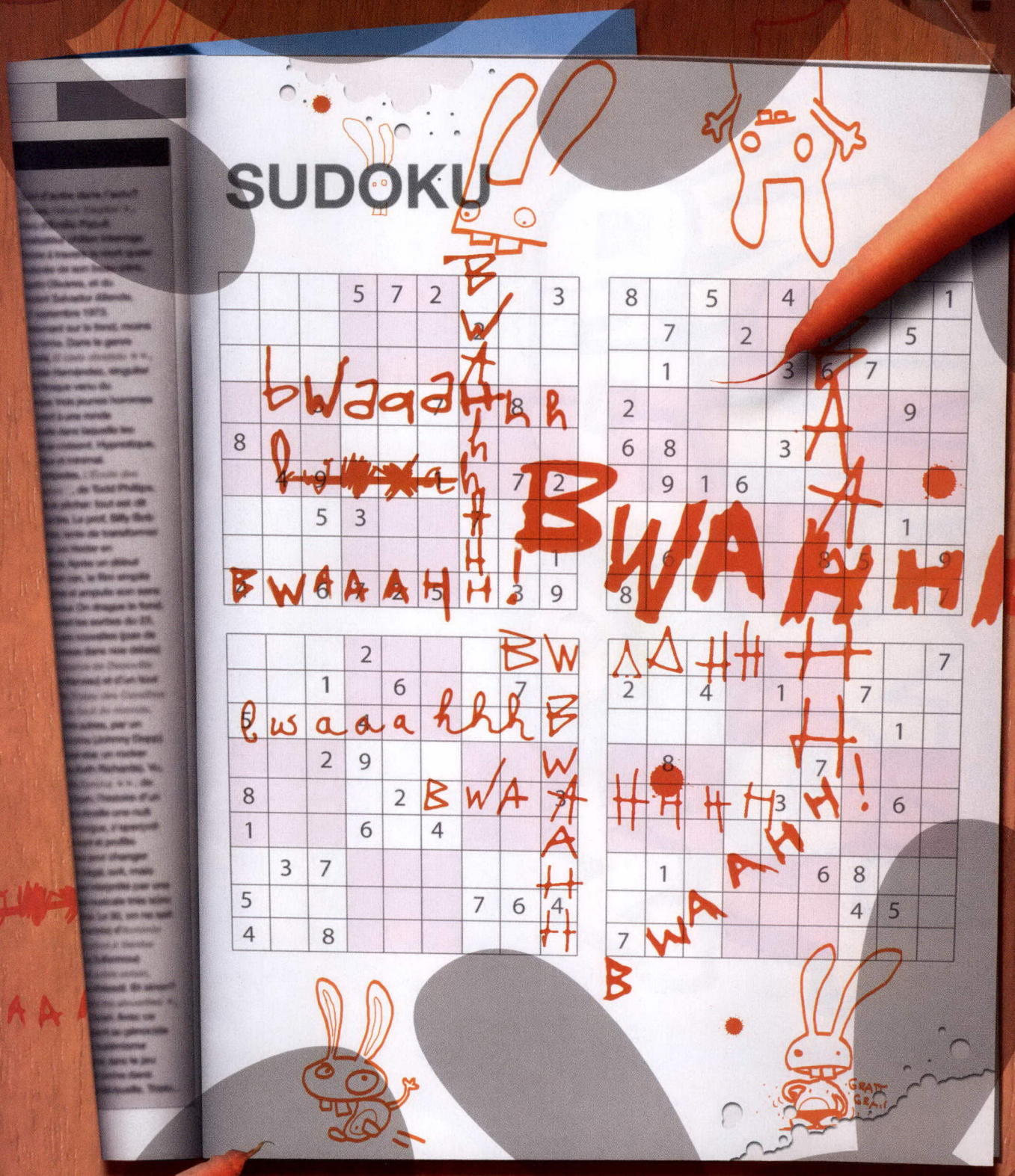
In one of the rooms upstairs, there will be a Television that happens to be turned on. Click A to see it and you should encounter Rotom, if not... then come back later on in the night. Rotom is at Level 15, so you have to be incredibly careful with it.



ATTACK CLASSIFICATION

Name	PP	Att.	Acc.	Type	Effect	Nature
Thunderpunch	15	75	100	Electric	An electrified punch that may paralyse the foe.	
Fire Punch	15	75	100	Fire	A fiery punch that may burn the foe.	
Ice Punch	15	75	100	Ice	An icy punch that may freeze the foe.	
Hyper Beam	5	150	90	Normal	Powerful, but leaves the user immobile the next turn.	
Swift	20	60	–	Normal	Sprays star-shaped rays that never miss.	
Charm	20	–	100	Normal	Charms the foe and sharply reduces its Attack.	
Sweet Kiss	10	–	75	Normal	Demands a kiss with a cute look. May cause confusion.	
Mimic	10	–	100	Normal	Copies a move used by the foe during one battle.	
Bone Rush	10	25	80	Ground	Strikes the foe with a bone in hand 2 to 5 times.	
Grasswhistle	15	–	55	Grass	Lulls the foe into sleep with a pleasant melody.	
Leech Seed	10	–	90	Grass	Plants a seed on the foe to steal HP on every turn.	
Magical Leaf	20	60	–	Grass	Attacks with a strange leaf that cannot be evaded.	
Poison Sting	35	15	100	Poison	A toxic attack with barbs, etc, that may poison.	
Spark	20	65	100	Electric	An electrified tackle that may paralyse the foe.	
Psybeam	20	65	100	Psychic	Fires a peculiar ray that may confuse the foe.	
Reflect	20	–	–	Psychic	Creates a wall of light that weakens physical attacks.	
Heart Swap	?	?	?	?	Stat Effects are swapped between all Pokémon on the field	
Nature Spurt	?	?	?	Normal	Uses a Berry to change the type and strength of another attack	
Freeze	?	?	?	?	Disables Foe's Hold Item	
Trouble Seed	?	?	?	Grass	Changes Foe's Ability to Insomnia temporarily	
Discharge	15	80	100	Electric	Hits everyone on the field	
Shadow Claw	?	?	?	Dark	?	
Force Exert	10	60	100	Fighting	30 per cent chance of Paralysis	
Anticipate	20	–	100	Normal	When the opponent uses an offensive move. User attacks first at 1.5 times main power	
Manekko	?	–	?	Normal	Mimic's opponent's attack at a weaker strength	
Poison Barb	20	–	–	Poison	Lays barbs that afflicts opponent Pokémon with poison when called out into battles	
Ice Fang	15	65	95	Ice	May Cause Freezing and Flinch	
Thunder Fang	15	65	95	Electric	May cause Paralysis and Flinch	
Fire Fang	15	65	95	Fire	May cause Burn and Flinch	
Scheme	?	–	–	Normal	Greatly increases user's Special Attack	
Feint Attack	?	?	?	?	Attacks even if the opponent has used Protect or Detect	
Blabber	?	–	–	Normal	Confuses the opponent. Allows player to record voice for use in this attack	

Guess who's bwaaahck?!



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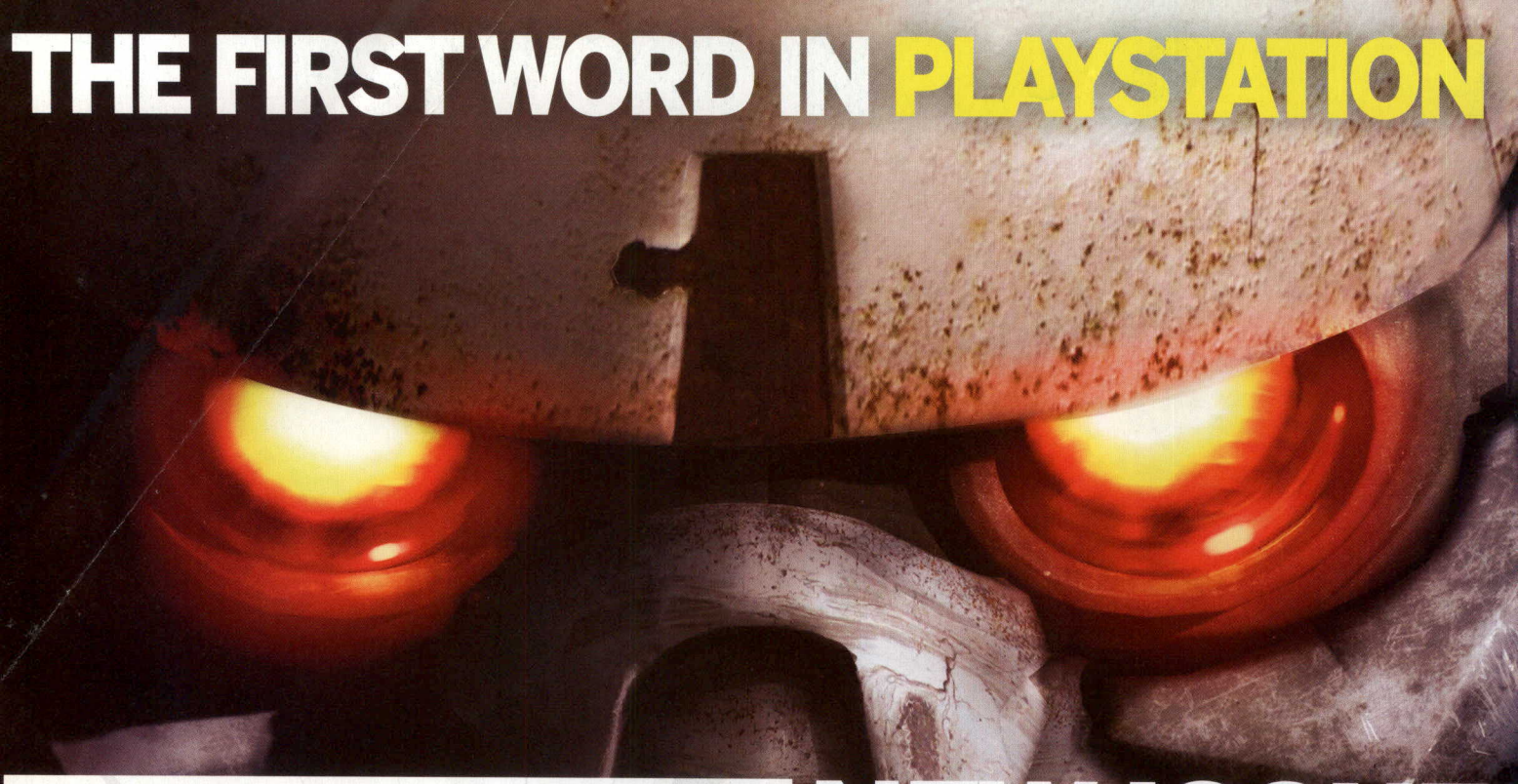

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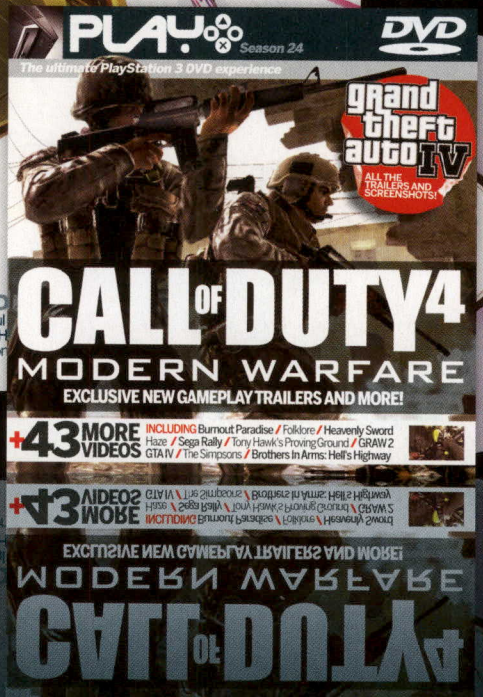
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NEW EVOLUTION METHODS

Evolution is a vital aspect in *Pokémon*, it is completely necessary to get your Pokémon to be the best that it can be. Normally it is by levelling up, trading, stones or happiness. However, in *Ruby* and *Sapphire*, a couple of new methods were added, including Pokéblocks and having a spare slot on your team. *Diamond* and *Pearl* are no different, bringing some of the most bizarre means for evolution known.

GENDER EVOLUTION

The first change of note is the addition of Gender-based Evolution. In *Diamond* and *Pearl*, several Pokémon evolve into their evolution based on Gender. For example, Combee only evolves into Vespiquen if its female, and considering that Combees are 87.5 per cent Male, it is a feat indeed. Below are the Pokémon that evolve and the method they evolve with...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#412		Burmy	Lv.20 female	#413		Wormadam
#412		Burmy	Lv.20 male	#414		Mothim
#415		Combee	Lv.25 female	#416		Vespiquen

ATTACHED ITEMS AND LEVEL UP

A new concept discovered is the ability to make a Pokémon hold an item and level it up in order for it to evolve. The Pokémon *must* hold the item in order to evolve and some are even time-specific...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#207		Gligar	Razor Fang at night	#472		Gliscor
#215		Sneasel	Razor Claw at night	#461		Weavile
#440		Happiny	Oval Stone at daytime	#113		Chansey

AREA-BASED EVOLUTIONS

Some Pokémon even evolve based purely on their area, either confined into a very small portion of an area or in an entire route. The Pokémon will only evolve here and that's by simply levelling up your Pokémon a single level. On this page is Moss Rock and Ice Rock, no the Ice Rock isn't a bad pic, it's really snowy...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#082		Magneton	Mt. Coronet Range	#462		Magnezone
#133		Eevee	Moss Rock in Eterna Forest	#470		Leafeon
#133		Eevee	Ice Rock in Route 217	#471		Glaceon
#299		Nosepass	Mt. Coronet Range	#476		Robopass

ATTACK-BASED EVOLUTIONS

A fair few Pokémon evolve simply because they know an attack, an attack that exists in the moveset. Once the Pokémon learns the attack, if you level them up, they should evolve. However, if you get rid of the attack before they evolve, they will *not* evolve...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#108		Lickitung	Rollout Known	#463		Lickilicky
#114		Tangela	Ancient Power Known	#465		Tangrowth
#190		Aipom	Double Attack Known	#424		Ambipom
#193		Yanma	Ancient Power Known	#469		Yanmega
#221		Piloswine	Ancient Power Known	#473		Mamoswine
#438		Bonsly	Mimic Known	#185		Sudowoodo
#439		Mime Jr.	Mimic Known	#122		Mr. Mime

OTHER POKÉMON-BASED EVOLUTIONS

A one-off Pokémon Evolution method is requiring another Pokémon on your team. When you have the Pokémon on your team, the main Pokémon will evolve when it levels up. You will not lose your other Pokémon...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#458		Mantyke	#223 Remoraid	#226		Mantine

TRADE WITH ITEMS

Utilising new items that you may just simply look at and disregard. Simply attach the items to the Pokémon and trade them with your friends...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#112		Rhydon	Protector	#464		Lickilicky
#125		Electabuzz	Electrizer	#466		Electivire
#126		Magmar	Magmarizer	#467		Magmortar
#233		Porygon2	Dubious Disc	#474		Porygon-Z
#356		Dusclops	Reaper Cloth	#477		Dusknoir

STONES

It's not a new concept, but it requires new items. There are several stones, these stones will only work on these Pokémon, one of which only works on Pokémon of a certain Gender...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#176		Togetic	Shiny Stone	#468		Togekiss
#315		Roselia	Shiny Stone	#407		Reserade
#198		Murkrow	Dusk Stone	#430		Honchkrow
#200		Misdreavus	Dusk Stone	#429		Mismagius
#281		Kirlia	Female w/ Dawn Stone	#475		Gallade
#361		Snornut	Female w/ Dawn Stone	#478		Froslass

TIME-BASED HAPPINESS

Some Pokémon have the time-based Happiness Evolutions...

Base No.	Pic	Base Name	Method	Final No.	Pic	Final Name
#406		Budew	Happiness in daytime	#315		Roselia
#433		Chingling	Happiness at night	#358		Chimecho
#447		Riolu	Happiness in daytime	#448		Lucario

HOLD ITEMS

As with all games, there are a great deal of items, some old some new. Here's a look at some of the new items and what they do...

Picture	Name	Effect	Location
	Adamant Orb	Raises the Steel and Dragon-type moves of Dialga	Spear Pillar (*Diamond* Only)
	Amulet Coin	Double money is earned from battles	Amity Square
	Big Root	Portion of HP recovered increases when using HP-stealing moves	Route 214
	Black Belt	Any Fighting-type move's power is increased by 10%	Route 221
	Black Sludge	Gradually recovers HP of Poison-type holders; lowers HP for all others	Wild Croagunk and Toxicroak
	Black Glasses	Any Dark-type move's power is increased by 10%	Celestic Town
	Blue Scarf	When attached, raises Beauty Stat in Super Contests	Pastoria City (Leading Pokémon's Beauty stat must be 200 or more)
	Bright Powder	Raises Evasiveness	Battle Park (48 Battle Points)
	Charcoal	Any Fire-type move's power is increased by 10%	Route 227
	Choice Band	Boosts Attack by x1.5, but only allows the use of one attack until the Pokémon is called back	Battle Park (48 Battle Points)
	Choice Scarf	Raises Speed by x1.5, but only allows the use of one attack until the Pokémon is called back	Battle Park (48 Battle Poitns)
	Choice Specs	Raises Sp. Attack by x1.5, but only allows the use of one attack until the Pokémon is called back	Celestic Town (4:00am - 9:59am)
	Cleanse Tag	Wild Pokémon Encounter Rate Lowers if holder is first in the party	Lost Tower
	Damp Rock	Prolongs number of turns of Rain Dance	The Underground
	Deepseascale	Clamperl's Special Defence increases by x2	Wild Relicanth, Chinchou and Lanturn (Post-National Dex)
	Deepseatooth	Clamperl's Special Attack increases by x2	Wild Carvanha and Sharpedo (Post-National Dex)
	Destiny Knot	If user becomes infatuated, foe becomes infatuated as well	Route 224
	Draco Plate	Raises power of Dragon moves	The Underground Using Dowsing Machine Poketch App.
	Dragon Fang	Any Dragon-type move's power is increased by 10%	Wild Bagon
	Dread Plate	Raises power of Dark moves	Old Chateau The Underground
	Earth Plate	Raises power of Ground moves	Oreburgh Gate The Underground
	Everstone	Prevents user from evolving when equipped	Snowpoint City The Underground Wild Geodude and Graveler
	Exp. Share	This Pokémon gets EXP from battle even if it isn't used when equipped	Eterna City Jubilife TV Station (ID must match with lotto numbers)
	Expert Belt	Slightly raises power of Super Effective moves	Route 221
	Fist Plate	Raises power of Fighting moves	Route 215 The Underground
	Flame Orb	Induces Burn status to holder	Battle Park (16 Battle Points)
	Flame Plate	Raises power of Fire moves	The Underground Using Dowsing Machine Poketch App.
	Focus Band	May prevent fainting by leaving the user with 1 HP from a KOing move	Battle Park (48 Battle Points)
	Focus Sash	Leaves 1 HP if hit by a KOing move when HP is full	Route 221 Battle Park (48 Battle Points)
	Full Incense	Holder always attacks last	Veilstone City
	Green Scarf	When attached, raises Smart stat in Super Contests	Pastoria City (Leading Pokémon's Smart stat must be 200 or more)
	Grip Claw	Prolongs number of turns of trapping attacks	Wayward Cave Wild Sneasel
	Hard Stone	Any Rock-type move's power is increased by 10%	The Underground Wild Corsola, Aron and Nosepass (Post-National Dex)
	Heat Rock	Prolongs number of turns of Sunny Day	The Underground (fewer found in Pearl post-National Dex)
	Icicle Plate	Raises power of Ice moves	Route 217 The Underground
	Icy Rock	Prolongs number of turns of Hail	The Underground
	Insect Plate	Raises power of Bug moves	The Underground Using Dowsing Machine Poketch App.
	Iron Ball	Lowers speed of holder, also makes Flying-types and Levitate Ability using Pokémon vulnerable to Ground moves when equipped to them	Iron Island The Underground
	Iron Plate	Raises power of Steel moves	The Underground Using Dowsing Machine Poketch App.
	King's Rock	May cause opponent to Flinch	Wild Poliwhirl (Post-National Dex) Pick-up Ability
	Lagging Tail	Holder always attacks last	Route 226 Wild Lickitung and Slowpoke (Post-National Dex)
	Lax Incense	Enemy's chance of landing a Critical Hit is lowered by 5%; attach to a female Wobbuffet and breed to get Wynaut	Route 225
	Leftovers	HP Increases by 1/16th each turn	Victory Road Wild Munchlax Pickup Ability
	Life Orb	Increases attack damage but decreases HP whenever you deal damage	Stark Mountain
	Light Ball	Pikachu's Special Attack increases by x2	Wild Pikachu
	Light Clay	Prolongs effect of Reflect and Light Screen	The Underground Mt. Coronet
	Luck Incense	Doubles amount of money rewards when equipped to a Pokémon in the party	Ravaged Path
	Lucky Egg	Pokémon this item is attached to gets more EXP in battle	Wild Chansey

Whoops! We've run out of space! More items for you next issue, but they'll be back in the regular tips section as this is our last Masterclass for *Diamond* and *Pearl*. Got a question on the game? Write in and tell us what you'd like to learn more about and Professor Yew will do his best to cover it in a future issue!

Stop here! There's no more.

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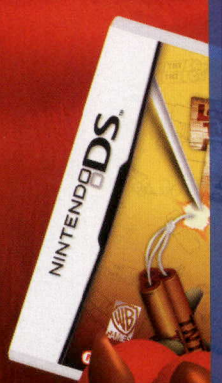
WIN! WIN! WIN!

LOONEY TUNES ACME ARSENAL



WB Games are proud to present the new *Looney Tunes* games for Wii, PS2, Xbox 360 and a special DS game starring Daffy Duck! You can check all these games out on our free DVD this issue, or if you'd like to own a copy for yourself, just answer this question via email... **pokemonworld@imagine-publishing.co.uk** or if you'd prefer, post it to the usual address making your entry '**I'm Going Looney Compo**' including your name, age and address.

Which cartoon company do the Looney Tunes belong to?

A. Warner Bros
B. Walt Disney
C. Hanna-Barbera

You need to get your entry in to us by 14 December at the latest. Winners will be drawn at random from correct entries. Good luck!

WIN! LOTS OF LOONEY TUNES GAMES UP FOR GRABS!

Competition Rules
1. All entries must be received by 14 December 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

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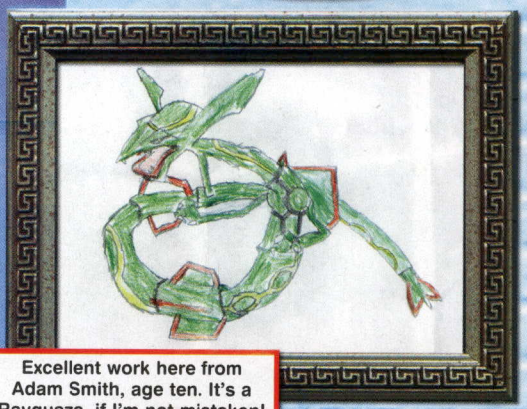
Pika-Pics

Send your pictures in to the usual Pokémon World address, marking them 'Pika-Pics'

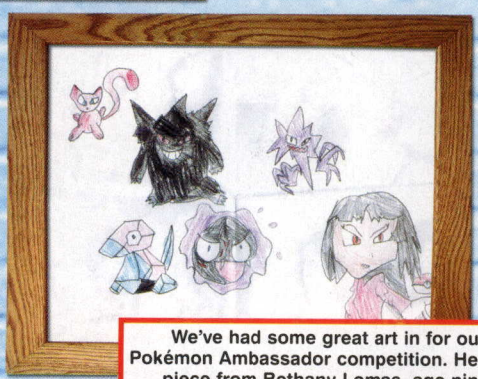
Check out this bunch of brilliant artwork – you lot are really talented... you should be in a magazine... oh, hang on!



Excellent work here from Adam Smith, age ten. It's a Rayquaza, if I'm not mistaken!

Adam Tron, age 12 from Ryton would like us all to know that he drew this Pokémon, it's not traced! Well done.

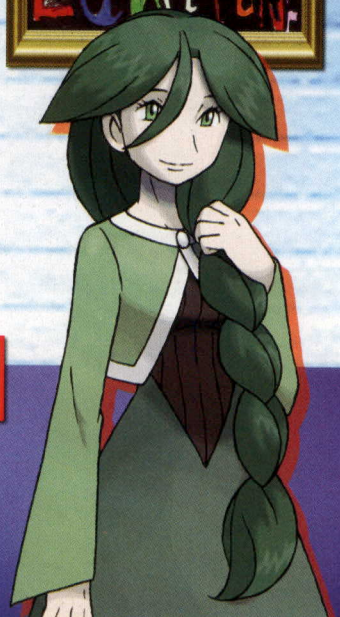
A great pic of Pikachu here from Ciara Stewart, age 12 from Dundalk. This is what we like – lots of colour!



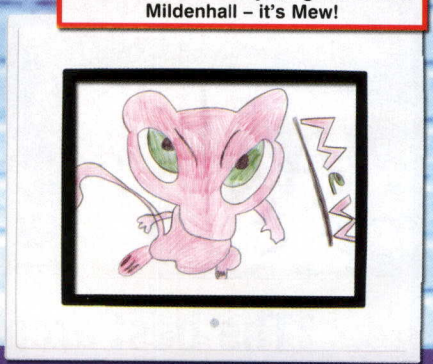
We've had some great art in for our Pokémon Ambassador competition. Here's a piece from Bethany Lomas, age nine.

Ben Bolton, age nine from Stratchblane has done a moody piece of art starring Lunatone. Excellent.

This Charizard pic is from Daniel Baghdan, age eight from Leeds.



No prizes for guessing the favourite Pokémon of Jake Royal, age nine from Mildenhall – it's Mew!



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Who makes the PlayStation 3?

A. Nintendo
B. Sony
C. Tesco

You need to get your entry in to us by 14 December at the latest. Winners will be drawn at random from correct entries. Good luck! ©

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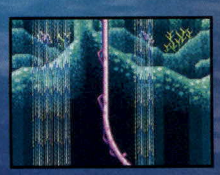

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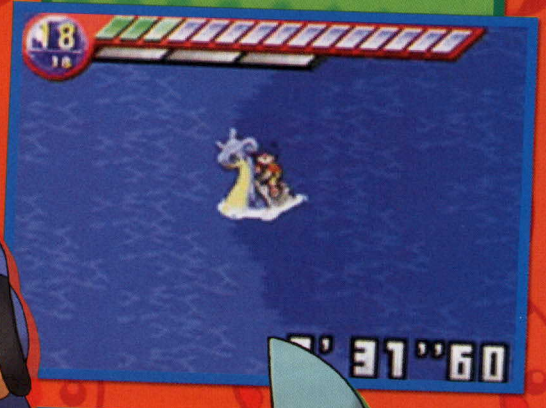
ASK PROFESSOR YEW

If you've got a Poképroblem, contact me at: Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ or email me at: pokemonworld@imagine-publishing.co.uk

Help me capture Kyogre!

Q Dear Professor Yew,
I have finally managed to get through to the extra missions in *Pokémon Ranger*, but straight away I ran into trouble. Please can you give me some advice on how to capture Kyogre? Thanks, Prof!
From Josh Backley, Norwich

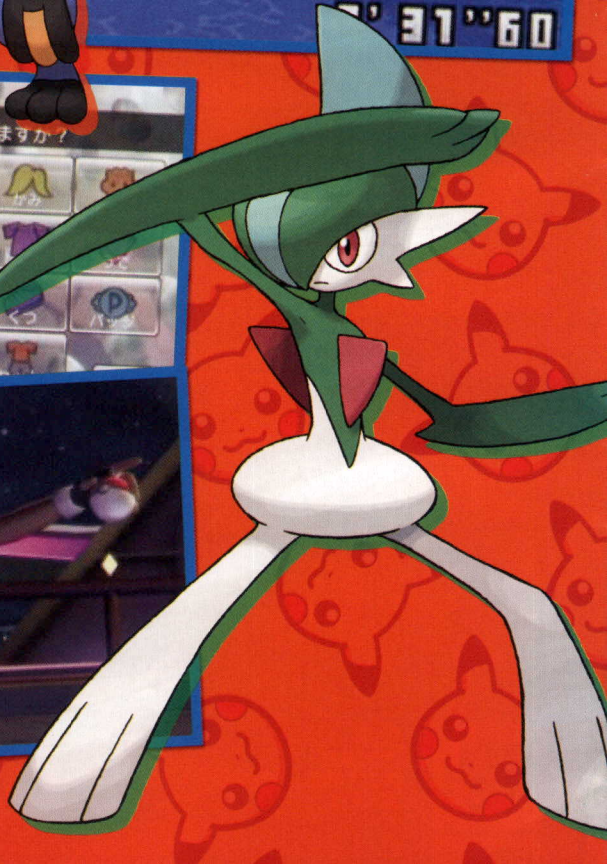
A *Good question, Josh! The Pokémon everyone recommends for battling Kyogre in the first extra mission is Minun. You arrive in the Kyogre's chamber after riding on the Lapras and he will attack you with large waves of water. When the waves stop you must hit back hard! Kyogre only has 11 HP, so if you're quick and spin around him super-fast you might capture him this way, or you can get Minun to perform a Paralyse move on him, making him much more easy to capture. Good luck on your adventure!*



Customised trainers!

Q Dear Professor Yew,
I've been hearing a lot about how you can customise trainers in the new *Battle Revolution* on Wii, can you tell me more about this?
From Sally Fenwick, Leeds

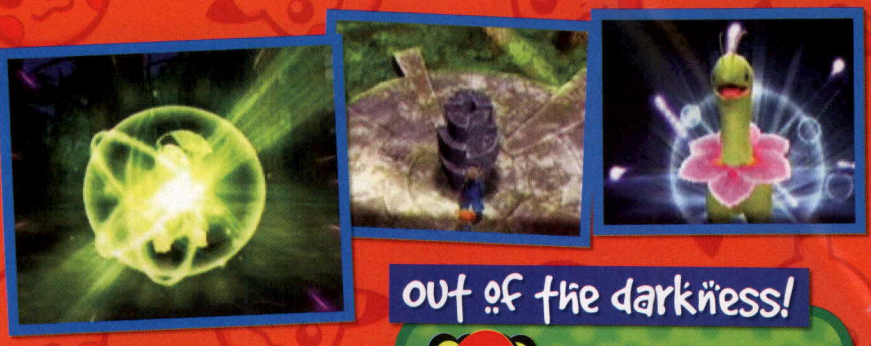
A *Hi Sally, yes it all sounds very exciting indeed! You do this in Creation mode. You essentially create yourself inside the game, choosing height, hairstyle, clothing and accessories that best match how you look. 32 trainers can be stored in the game, so you can create all your friends too, if you like! You can then play the game using your unique trainer and also take them online for Wi-Fi battles, showing off the new you to the entire Nintendo Wii world! Excellent fun!*



Manga Mania!

Q Dear Professor Yew,
I recently came across some old *Pokémon* comics in a special comic shop in London that I had never seen before. The man in the shop told me that Pokémon Manga was very popular and many people thought it was actually much better than the cartoon series. Do you have any more info on Pokémon Manga and where I can get more comics?
From Dean Gilbert, Hastings

A *Yes Dean,* Pokémon Adventures, *or* Pocket Monsters Special *to give it its Japanese name, has been running ever since the very first* Pokémon *videogames. The first editions followed the stories from Red, Green and Blue in the land of Kanto and there have now been over 201 chapters in 16 volumes. It's more popular in Japan than the rest of the world, so well done for finding a copy over here. You'll find specialist comic shops can search for copies for you, or you could try our old friend eBay to see if anyone is having a clear out!*



Out of the Darkness!

Q Dear Professor Yew,
In *Pokémon Colosseum* how do I heal a Dark Pokémon once all its Dark Meter has gone?
From Christian Chegwin, Brighton

A *Ahh yes, Christian. The Dark Pokémon, eh? Well, you must first travel to the Celebi Shrine near Ageto Village, once there pick the Pokémon that has cleared it's Dark Meter and you will see for yourself that the Pokémon Darkness is all gone. Now with that done your Pokémon will gain all the battle experience it achieved when it was Dark. If the Pokémon passes a certain level you can then evolve it or teach it a new attack!*

Caracchu!

Q Dear Professor Yew,
My friend and I were walking home from school the other day when a yellow car went by (I think it was a Volkswagen Beetle but I'm not sure) and started talking about how much it looks like Pikachu. What do you think?
From Nathan Giles, Bath

A *I think you're right, Nathan, but not as much as this car I found on the internet...*

Bashing Jirachi!

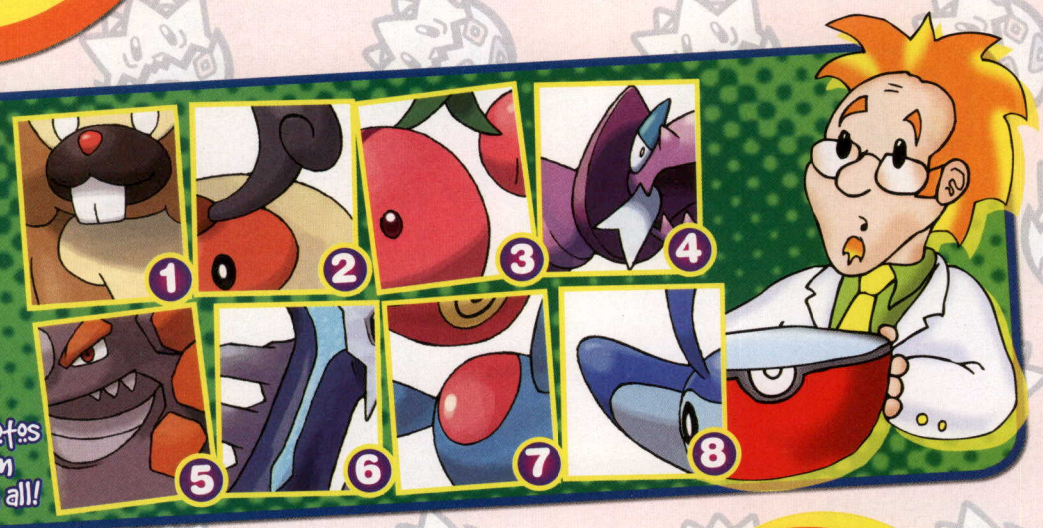
Q Dear Professor Yew,
I believe that Jirachi is the rarest of all the Pokémon in the *Pokémon Pinball Ruby* and *Sapphire* game. Any tips on how to capture this Pokémon?
From William Gittings, Warminster

A *Yes, you're quite right there Will, this Pokémon has caused many people sleepless nights! When you've been playing the game for a while you will be moved over to the ruins area of the game. Watch out here for the 'Jirachi appears' icon, if you get this icon little Jirachu will put in an appearance. When the Pokémon is on the table you have then got 30 seconds to hit him three times – this will capture him. If you fail to get him, he won't appear again until you have had a 'Game Over'!*

poke puzzles!

Try your brain on these tricky puzzles we've devised for you. If you can get all the answers correct – you're a bit of a brainbox!

close up capers!



Prof Yew has taken close-up photos of his favourite Pokémon from Diamond and Pearl. Identify 'em all!

a search of words!

or a Wordsearch if you'd prefer! See if you can find the 14 Diamond and Pearl Pokédex Pokémon hidden away in this grid – here they all are to help you...

C	L	V	C	I	A	J	F	F	A	W	S	J	X	N
S	X	T	A	V	E	S	P	I	Q	U	E	N	R	E
B	Y	N	N	U	P	O	L	M	E	K	K	Z	M	D
L	U	X	I	O	N	D	M	C	U	U	Z	C	X	V
D	D	R	D	H	G	R	R	E	R	L	K	J	H	Y
Y	C	I	D	K	S	A	M	M	W	O	B	T	B	W
V	O	V	N	E	I	P	S	D	Z	B	W	B	S	F
M	P	I	A	F	O	M	J	T	B	O	X	R	O	K
F	S	S	R	L	E	A	R	X	R	R	I	O	J	Y
H	Q	D	E	W	J	R	A	G	I	O	P	N	I	D
L	W	O	R	K	H	C	N	O	H	F	D	Z	V	O
F	N	S	D	P	M	A	N	A	P	H	Y	O	O	T
F	C	I	X	S	T	A	R	A	P	T	O	R	N	J
V	S	B	D	C	P	Z	I	G	E	E	D	H	A	B
D	P	N	L	T	W	W	L	U	Q	Y	A	Y	B	L

ARCEUS
BRONZOR
EMPOLEON
GASTRODON
HONCHKROW
INFERNAPE
LOPUNNY
LUXIO
MANAPHY
RAMPARDOS
SHINX
STARAPTOR
TANGROWTH
VESPIQUEN

ace anagrams

Fancy working out some anagrams? Well here are the names of six Pokémon games. See if you can work out which games they are!

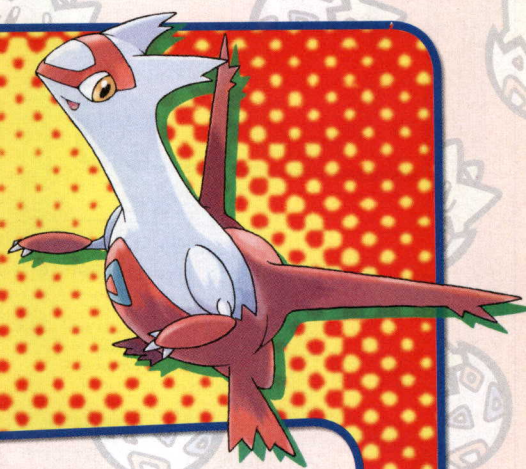
GARNER NUDGES MONEY TRY

DEER FIR LOVABLE ORIENT TUT

LASAGNES FORKED TARMAC DEGRADING

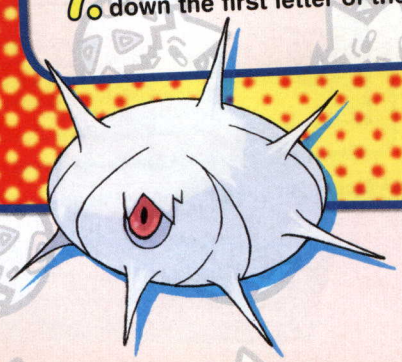
first letter fumble

So you think you know your Pokémon games eh? Well we've put together this little quiz where the first letters to each game-related question must be written in the boxes below to spell out the name of the game. Got it? Good. Have fun!



1. Pokémon come in many different types, but the first that many players will have come across is Pikachu's type, as he's many gamers' favourite character. (8)
2. There are lots of characters you will meet in this *Pokémon* game for the Game Boy Advance, but everyone knows that this one knows best. (3)
3. All *Pokémon* games include a battle with this bunch of hard nuts and this Game Boy game was no exception. They are known as the ____ Four. (5)
4. One of the most impressive dragon Pokémon can be found in the Sky Pillar in this Pokémon adventure, it's just west of Pacific Lodge Town. (9)
5. You meet various Pokémon battling teams in the *Pokémon* games, but this game's first adversary is from Team ____ and battles you in Rustboro City. (4)
6. These two Dragon/Psychic Pokémon are found on the Southern Island or Roaming Hoenn. The first letter of either Pokémon will do as they both begin with the same letter! (6)
7. One of the towns you visit early on in this great little game is known as the City of Darkness, write down the first letter of the town's name. (7)

1	2	3	4	5	6	7



DESIGN A MONSTER!

Please send all your monsters to...
Design A Monster,
Pokémon World,
Richmond House,
33 Richmond Hill,
Bournemouth,
BH2 6EZ

Evolution: None

Ostalk

5

Pokémon type: Water/Dragon

Special attacks: Ocean Blast, Hyper Beam, Dragon Justice, Hydro Blast

Brief description: This mythical sea monster-like Pokémon is known to take down ships with its power and its Ocean Blast. It has great jaws, so look out!

Adam McCallum, age 12, Felixstowe

Evolution: None

I Crusha EX

4

Pokémon type: Fire/Electric

Special attacks: Waterblast, Flame Thrower

Brief description: A rare Pokémon who eats chunks of flesh! Beware, his luminous tail. He hunts at night.

Alec Lee, age seven, Torquay

Evolution: Breed Kyogre and Groudon, then Rayquaza

Grogquazza

3

Pokémon type: Flying/Ground/Water

Special attacks: Extreme Earthquake, Outrageous Tornado

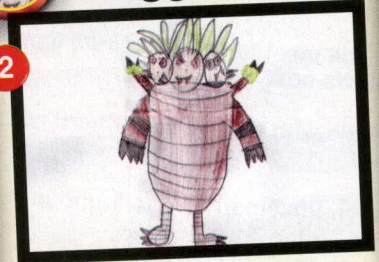
Brief description: This Pokémon is the lord of everything! It is unbeatable and impossible to catch. It could beat a lv.100 Ho-Oh in a second. It is great friends with Palkia and Dialga and will do anything to prevent them from being captured.

Alex Reid, age nine, Lisburn

Evolution: Give Exeggutor a Sun Shard

Exeggclaw

2



Pokémon type: Grass/Poison

Special attacks: Poison Slash, Claw Punch, Drill Claw, Solar Beam

Brief description: A Pokémon that hunts for food at night. Its sharp claws can cut through anything and it will slash anything in sight – so beware!

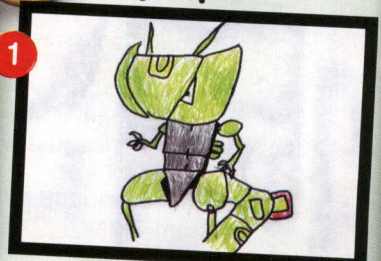
Arron Molloy, age eight, Stockport

Monster of the Month!

Evolution: Breed Kabutops with Rayquaza

Raytops

1



Pokémon type: Fighting/Normal/Fire

Special attacks: Dragon Slythe, Combustion, Hyper Beam, Hyper Sounds

Brief description: This Pokémon can be found in high places. It can break out of a Master Ball, a Poké Ball and a Super Ball. It can only be captured by a Great Ball!

Daniel McLaughlin, age seven, Glasgow

If you'd like the chance to create a Star Monster too, then send your ideas to the usual address!

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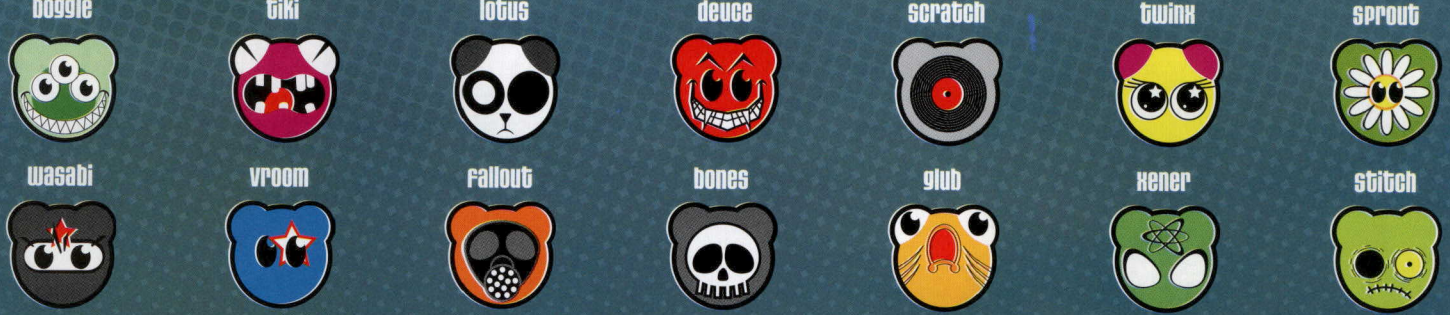

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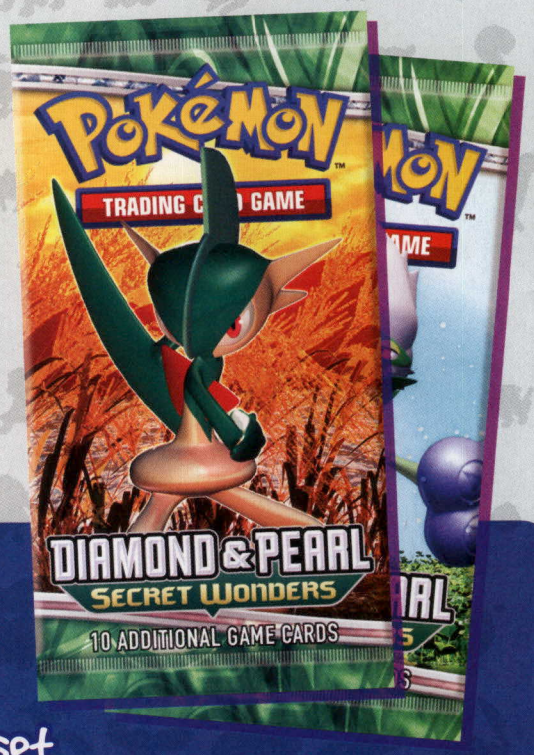


Diamond & Pearl III: Secret Wonders

We take a first look at the next Diamond & Pearl set

In this issue of *Pokémon World* we take our first detailed look at some of the cards from the upcoming Diamond & Pearl: Secret Wonders set. We give you a glimpse of what is due to hit the shelves sometime in November and show you some of the playable and not so playable cards. Plus we give you some cool combo ideas and ways to make the Secret Wonders set work for you.

So let us start by looking at some of the old favourites that make a return in the Secret Wonders set. Cards like Charizard. It returns with a new Poké-Body, 'Fury Blaze', that can boost the big fire Pokés 'Blast Burn' attacks to a jaw-dropping 170 damage! Your opponent just needs to have picked up at least three prize cards before you can use the Poké-Body. Don't forget that each time you attack you risk losing up to four Energy cards attached to Charizard. So unless you can find a way to accelerate your fire energy drops, it looks like this 'Zard', like countless others before him, is just not good enough to be playable.

It is not all bad news though. Where 'Zard' looks unplayable, the next card in our sights – Gallade – looks made for the turn two 'Donk Deck'. That is a deck that looks to KO the unwary opponent's Pokémon in one hit on turn two. Combine this blade Pokémon with Rare Candy and Double Rainbow Energy and you

could be doing 110 damage on your second turn! If your opponent has only one Pokémon in play they have just lost the game. With so many decks filled with rather weak fighting Pokémon doing well over in the ol' US of A, Gallade may well be worth playing.

Yet another big Pokémon makes a welcome return in the Secret Wonders set... say hello to an almost-playable Lugia. This big bird has a nice spoiling attack in 'Silver Wing' that can keep returning an Energy card to your opponent's hand on a coin flip of heads. If you are successful with your flips you could keep your opponent from developing his or her Pokémon while you power up Lugia, add in Energy Removal II and you can be lined up to do 120 damage. Warp Points and Cyclone Energy will also help pull your opponent's Pokémon from their bench before they have a chance to power them up. Remember with Mysterious Treasures being finally modified legal by the time this mag hits the shops you could combo in Team Galactic Wager too, potentially whittling your opponent's hand down to just three cards and reducing his or her options for recovery.

Raikou looks interesting and he is an almost-playable card – if you can power him up quickly enough. His attack could be devastating, delivering between 50 and 80 damage. It also gives you a chance of attaching up to three extra Lightning Energy cards to any of your Pokémon. But, with only 80 HP and fighting weakness, Raikou probably will not be around long enough to get to attack.

The new Magmortar, however, looks very playable, with the Poké-Body 'Flame Body', 110 HP and two great attacks it could form the core of a deck for players of all abilities. Removing two damage counters every time you attach a Fire Energy to it helps prevent it from being knocked out. And with a 'Flame Blast' attack that does 20 damage for each Fire Energy attached it really is a playable card. Add in the 'Fireball Bazooka' attack, which can do a solid 40 damage to your opponent's active Pokémon and 20 damage to two of your opponent's benched Pokémon, and Magmortar definitely looks like one to watch for the future.

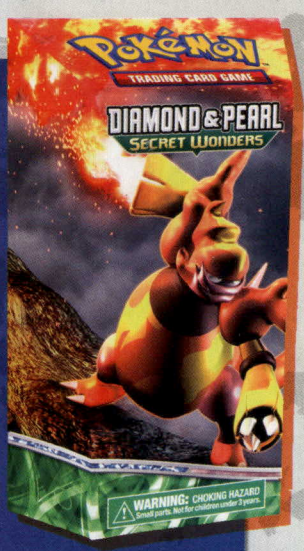
While Magmortar can form the core of a deck, the next and final Pokémon we are looking at, Weavile, could be core to setting up big attacks from Dark Pokémon like Tyranitar from Diamond & Pearl II, Mysterious Treasures. The 'Shadow Charge' attack for no energy lets you search your deck for up to two Dark Energy cards and attach them to any of your Pokémon in any way you like!

You could, of course, attach them to Weavile itself – especially if your opponent has a large hand. Then you can force him to discard next time you attack with Weavile's second attack 'Chip Off'. It does 40 damage and if your opponent has six or more cards in their hand the attack makes them cut it down to a hand of just five cards.

We still think Weavile will see more play as a means to power up those big Dark Pokémon rather than as an attacker itself. Maybe Weavile will see play in an upcoming control deck? One thing is for sure, holding onto your cards in-hand certainly just got much harder.

We have seen some of the Pokémon from the upcoming set Secret Wonders, now let us look at a couple of the trainer cards.

He is like a TV reporter without the discard, say hello to 'Professor Oak's Visit'. Unlike TV reporter this card lets you draw three cards then choose a card from your hand and put it on the bottom of your deck. It will suit some decks and when combined with 'Dusk Ball' you could potentially retrieve the card you just put on the bottom of your deck!

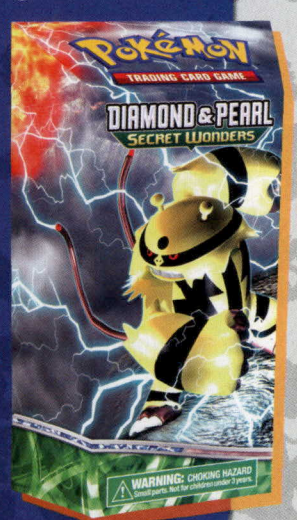


The final card we are looking at is Team Galactic's Mars. Here you draw two cards and chose a card at random from your opponent's hand to put on the bottom of their deck. There is a continuing theme of card denial and control running through the Diamond & Pearl sets, we think the first control decks will be seen at a tournament near you soon!

SUPPORTER
Team Galactic's Mars
Draw 2 cards. Then, choose a card from your opponent's hand without looking and put it on the bottom of his or her deck.

Apart from booster packs the Diamond & Pearl: Secret Wonders set also introduces two new 60-card theme decks – Powerhouse and Lavaflow. It looks like we are going to get Magmortar and Electivire featuring large in those two decks and as we already said, Magmortar looks very playable.

We think you should put Secret Wonders on your Christmas wish list together with that subscription to *Pokémon World* and make sure you do not miss out on the next big thing in the world of Pokémon and the Pokémon Trading Card Game!



Stop Press!

UK runs to catch up with Autumn Battle Roads

We thought that the UK would miss out on the Autumn Battle Roads. Well, thanks to the hard work of Ian Fotheringham, Ben Ward and the UK Tournament Organisers (TOs), the Autumn Battle Roads have run throughout October and the first weekend of November.

With confirmation that The Place For Games is no longer running Pokémon Organised Play in the UK, Ian, Ben and the UK TOs stepped up to help Pokémon USA run the Autumn Battle Roads directly from America. There should be an announcement soon on who will take over running UK Pokémon Organised Play in the long term, in the meantime thanks again to everyone who made sure the UK got the 2007-2008 World Championship Qualifier Season off to a flying start. Once we know more about the long-term future of UK Organised Play we will let you know – watch these pages for more information as we get it. We will also feature some of the winning decks from the Battle Roads in future issues.

TRAINER
Victory Medal
Flip 2 coins. If one of them is heads, draw a card. If both are heads, search your deck for any 1 card, put it into your hand, and shuffle your deck afterward.

Pre-releases go missing for 2007

As we suspected last issue, the UK has missed out on Diamond & Pearl II: Mysterious Treasures pre-releases, but there is some encouraging news on Diamond & Pearl III: Secret Wonders. UK distributors are already talking about a November release date in the UK! Now, if this is true it also seems unlikely we will see any pre-release events for Secret Wonders either. But, if a November release does happen then the UK will have finally caught up with the US release schedule and with a new UK Organised Play team on the horizon, things could be looking up.

Selfridges Battle Royal 24 November

With Battle Roads out of the way the next big event before City Championships roll around is the London Battle Royal. We can now confirm that the Tournament will run a higher K-Value than Battle Roads, it will feature Booster Pack, Promo and Lucky Dip prizes and we will be there to report on the winning decks and players.

Location: The Selfridge Hotel, Orchard Street, London, W1H 6JS
Doors open from 10.00am
Registration from 10.30am
Tournament start 11.30am

Entrance Fee is £6
Contact Ben Ward for details
Tel: 07949 359750
email: benward@gamersguild.co.uk

New Trading Card Game accessories hit the shops

Due out just in time for Christmas, we have some new Pokémon Trading Card Game accessories. There is a new Red and White Pokéball-style Deck Box and a new A4 file binder with matching side loading deck box and sleeves. So why not see if you can track some down and spruce up your deck ready for your next big tournament?

POP 6 boosters arrive in the USA

Pokémon Organised Play Booster Pack Series Six has arrived in the USA, including a new 'Berry Power' Pikachu and an alternate artwork Lucario. They look sure to be a big hit here in the UK once our Organised Play is sorted. In the meantime you are going to be left searching online for them on eBay, let us hope we see them sooner rather than later.

And since the Trading Card Game section of this issue of *Pokémon World* has been taken up with new cards and card sets, we thought we would leave you with one more new arrival in Pokémon TCG world. A new Diamond & Pearl Trainer Kit hits the shops soon – we

print it here so you can decide to buy it or not.

We will see you next issue with Dittos Hot Picks from the Autumn Battle Roads, news on upcoming tournaments and photos and news from all that is best in the world of the Pokémon Trading Card Game.

New Diamond & Pearl Trainer Kit due in UK soon

Want a sneak preview of the amazing cards on offer in the new Diamond & Pearl Trainer Kit that's coming to a shop near you any time soon? Well here it is! Study these cards and think about the amazing decks you could create when you get your hands on these beauties!

Lucario Deck

Pokémon
- 3 x Geodude (Diamond & Pearl II: Mysterious Treasures)
- 1 x Graveler (Diamond & Pearl II: Mysterious Treasures)
- 3 x Riolu (Diamond & Pearl I)
- 1 x Lucario (Diamond & Pearl I)
- 3 x Machop (Diamond & Pearl I)
- 1 x Machoke (Diamond & Pearl I)
- 2 x Starly (Diamond & Pearl I)

Trainers
- 2 x Energy Search
- 1 x Quick Ball (Diamond & Pearl II: Mysterious Treasures)
- 1 x Potion

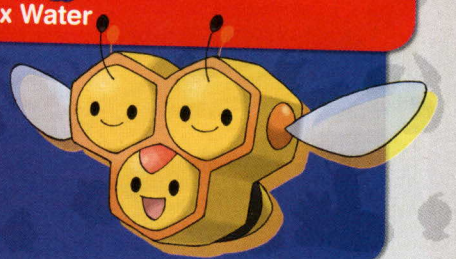
Energy
- 12 x Fighting

Manaphy Deck

Pokémon
- 3 x Buizel (Diamond & Pearl I)
- 1 x Floatzel (Diamond & Pearl I)
- 1 x Goldeen (Diamond & Pearl I)
- 1 x Seaking (Diamond & Pearl I)
- 1 x Manaphy (Diamond & Pearl I)
- 3 x Piplup (Diamond & Pearl I)
- 3 x Prinplup (Diamond & Pearl I)
- 1 x Totodile (Diamond & Pearl II: Mysterious Treasures)

Trainers
- 1 x Energy Search
- 1 x Dusk Ball (Diamond & Pearl II: Mysterious Treasures)
- 2 x Potion

Energy
- 12 x Water



Where to play the Pokémon TCG...

Battlenet
When: Tuesdays, 7pm
Location: Battlenet, 2A Queens Road, Norwich, Norfolk
Organiser: Martin Banham
Tel: 07817 980987
Email: TheGameHHH6661@aol.com

Crawley Pokémon League
When: Mondays, 6pm
Location: St Edward the Confessor Social Club, Hillcrest Close, Pound Hill, Crawley, RH10 7EQ
Organiser: Ian Fotheringham
Tel: 07941 411599
Email: nopoke59@hotmail.com

Gamers Guild
When: Tuesdays, 7pm and 3rd Sundays
Location: The Rainham & Wigmore Community Centre, Granary Close (off Station Road), Rainham, Kent, ME8 7SG
Organiser: Ben Ward
Tel: 07949 359750
Email: benward@gamersguild.co.uk
Web: www.gamersguild.co.uk

London League
When: Most Saturdays (ring or email to check)
Location: Cafe Ninou, Seven Sisters Road, Holoway, London, N7
Organiser: John Hawkins
Tel: 07989 979991
Email: jackhawkins@excite.com

Scotland's Pokémon League
When: Sundays, 1pm
Location: United Reformed Church, 1 Beechwood Road, Cumbernauld, Stirlingshire, G67 2NW
Tel: 07745539753

Mitcham Pokémon League
When: Tuesday, 6pm
Location: Macdonalds, Holborn Way, Mitcham, near Croydon
Organiser: Dennis Hopgood
Tel: 07956 802779
Email: DENHOP17@aol.com

Exeter Pokémon League
When: Wednesday, 4pm
Location: Clifton Road Games, 16 Clifton Road, Exeter, EX1 2BR
Organiser: Steven Crane
Tel: 01392 259988
Email: www.cliftonroadgames.co.uk

Future Stars Pokémon League
When: Sundays, 2pm
Location: The Collection Point, 40 Brynna Road, Port Talbot, West Glamorgan, SA12 9LL

Piglet's Pokémon Club
Location: The Games Shop – Aldershot, 6 Wellington Street, Aldershot, Hampshire, GU11 1DZ
Tel: 07795 263428

Blackpool Pokémon League
When: Wednesday, 6pm
Location: Twisted/Zombies Ate My Wookiee, 39 Market Street, Blackpool, Lancashire, FY1 1EX
Tel: 01253 297097

Crewe Pokémon League
When: 2nd Saturday of the month
Location: The Crewe Open Market
Organiser: Tom Snook
Tel: 07748 801973
Email: thomas.snook@btinternet.com
Web: www.131games.co.uk

Manchester Pokémon League
When: Saturday, 10am
Location: Fanboy3, 17 Newton Street, Manchester, M1 1FZ
Tel: 0161 2477735
Web: www.take2theweb.com/pub/fb3/a.html

Bournemouth Pokémon League
When: Varies – check website for details
Location: Durley Hall Hotel, Durley Chine Road, Bournemouth
Organiser: Russell Murray
Tel: 07879 073525
Web: www.ukcardsandgames.co.uk

Southampton Pokémon League
When: Phone to confirm
Location: Rock Bottom Toy Store, Bargate Shopping Centre, York Buildings Southampton, SO14 1HF
Organiser: Tim
Tel: 02380 633947

Tournaments and pre-releases at these websites...
http://op.pokemon-tcg.com/tournaments/locator/

www.theplaceforgames.com/pokemon/index.asp

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monster of the month

Garchomp

Evolution: From Gible and Gabite

445

Type: Dragon/Ground **Height:** 6'03" **Weight:** 209.4lbs

Special Abilities: Flying at speed

Description: This colossal Pokémon can fly incredibly fast. It folds up its body and extends its wings to look like a jet plane! Then sets off at super-sonic speed. This Pokémon's prey never escape once it has set its mind on capturing them! It's a bit like a blue dragon crossed with a hammerhead shark with spikes on its arms and legs.

Keep watching those shops for the Christmas issue of Pokémon World. It'll be there on 13 December!

Pokémon World

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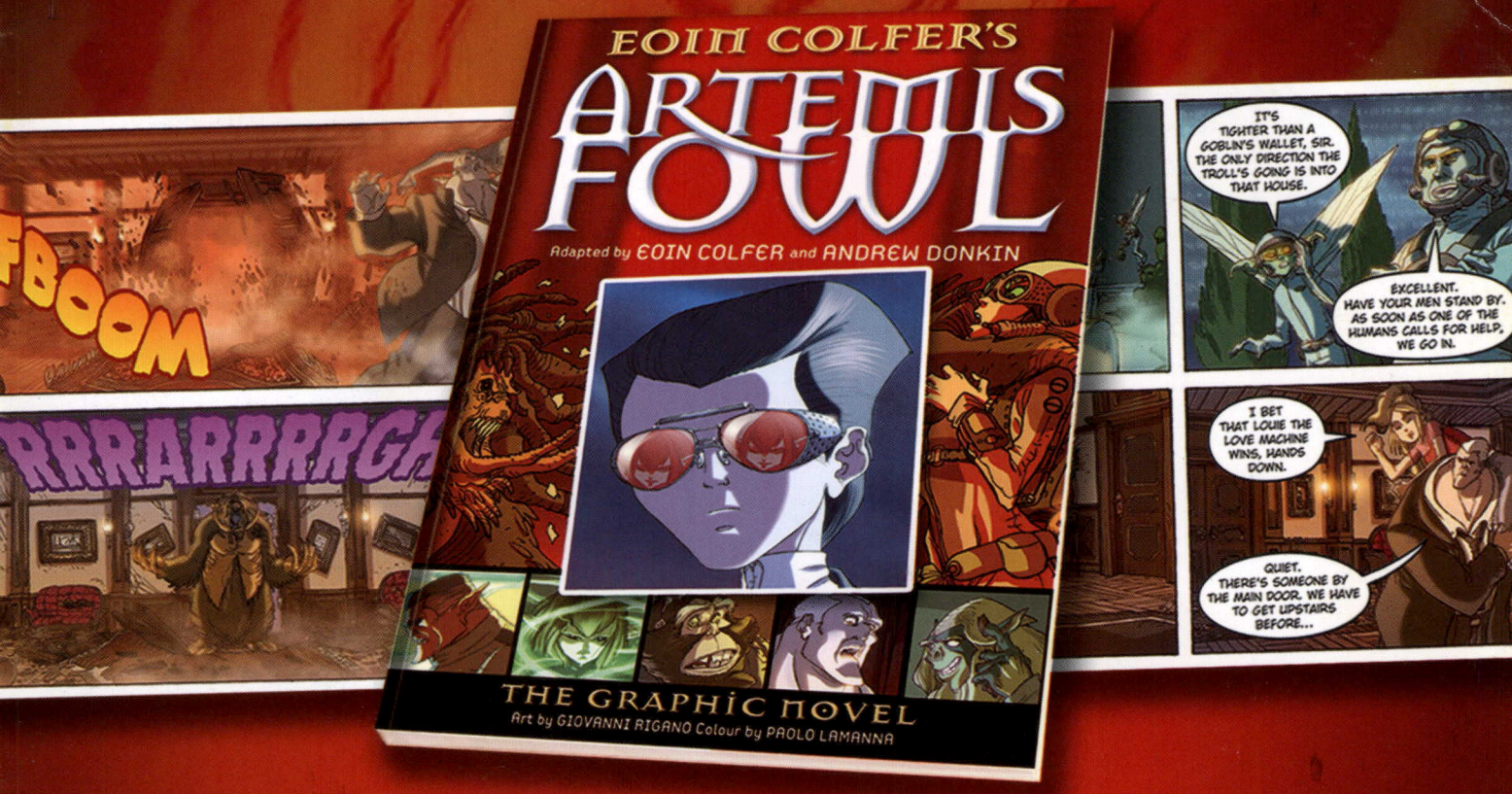
The magic.

The mind-blowing technology.

The young criminal mastermind as you've never seen him before...


EOIN COLFER'S
ARTEMIS FOWL
Adapted by EOIN COLFER and ANDREW DONKIN
THE GRAPHIC NOVEL
Art by GIOVANNI RIGANO Colour by PAOLO LAMANNA
FBOOM
RRRARRRRGH
IT'S TIGHTER THAN A GOBLIN'S WALLET, SIR. THE ONLY DIRECTION THE TROLL'S GOING IS INTO THAT HOUSE.
EXCELLENT. HAVE YOUR MEN STAND BY. AS SOON AS ONE OF THE HUMANS CALLS FOR HELP, WE GO IN.
I BET THAT LOUIE THE LOVE MACHINE WINS, HANDS DOWN.
QUIET. THERE'S SOMEONE BY THE MAIN DOOR. WE HAVE TO GET UPSTAIRS BEFORE...

SEE

ARTEMIS FOWL

CONNIVING IN COLOUR FOR THE FIRST TIME!

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